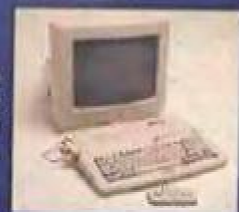
BRITAIN'S BEST-SELLING MAGAZINE FOR THE AMSTRAD

CPC

GX4000

PLUS


ISSUE No. 73
OCTOBER 1991
£2.50

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AMSTRAD ACTION

More Amstrad reviews, tips, letters, help, info and fun than any other mag!

It's rubbish!*



Mirrorsoft cleans up in *ROBOZONE*

* But do we really mean it? Find out on page 34

DTP FOR UNDER A FIVER?

How can a program this cheap be any good? Prepare to be amazed on page 22...

Programmers ahoy!

- Boost your BASIC with the excellent XREF – on the covertape
- Master machine code – tutorial inside

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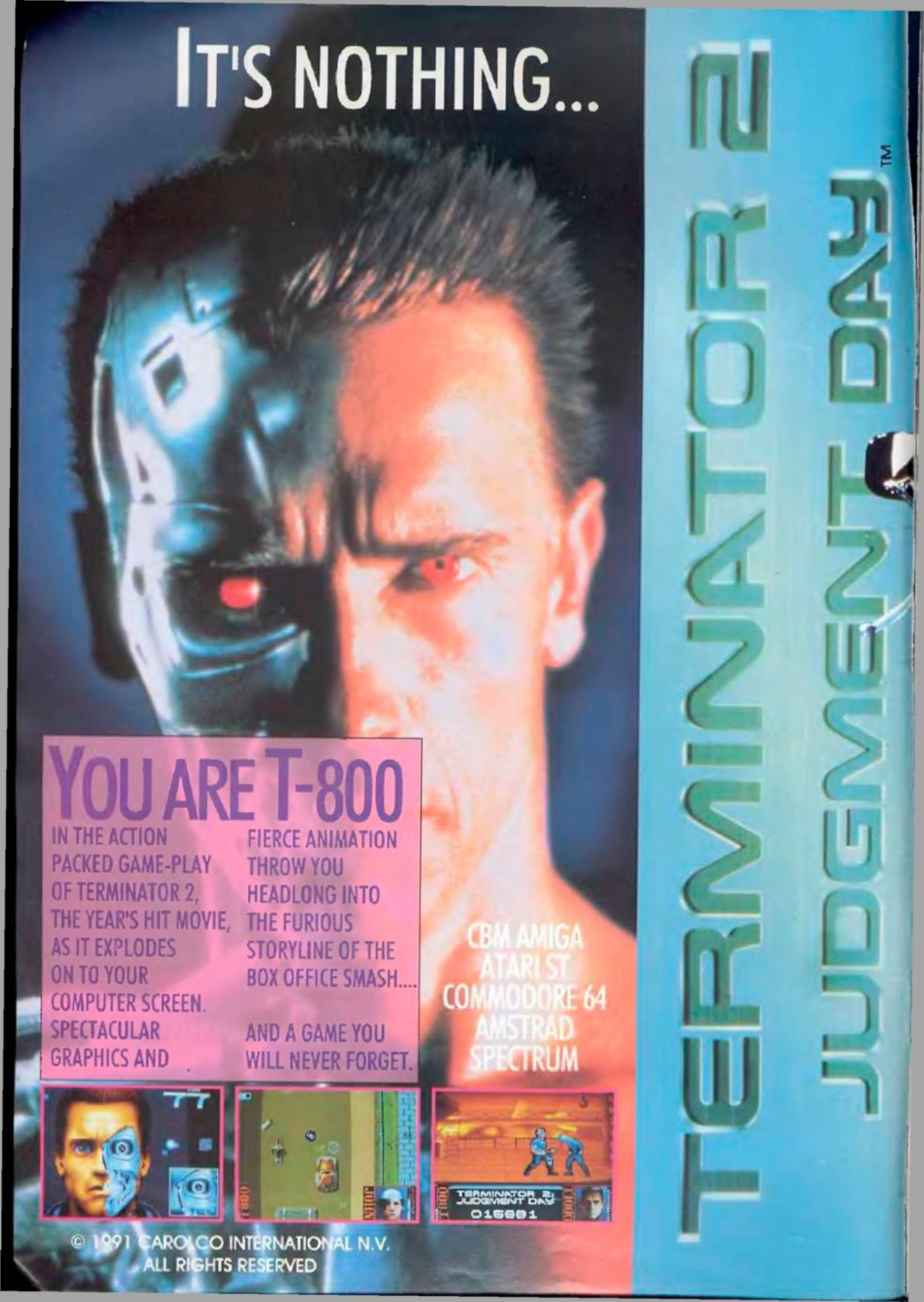
The new 6128 Plus and GX4000 console can't load our covertape, but we can offer you a special money-off deal on the latest cartridge software. Check out the AA Special Offers section for more...

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Want a disk version of the AA covertape? No problem! See the tape pages...

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OVER 20 GAMES REVIEWED THIS ISSUE... Plotting ★ Mercs ★ Robozone ★ Virtual Worlds ★ Cabal ★ Gary Lineker's Hot Shots ★ Multimixx 1 ★ New Zealand Story ★ Forgotten Worlds ★ Grandstand ★ Multimixx 2



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AMSTRAD ACTION
OCTOBER 1991

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SERIOUS

ACTION TEST

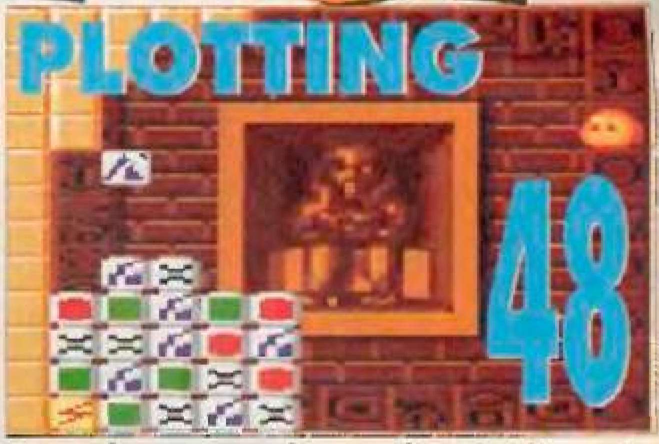
PLUS...

REGULARS

ABC **35,159**
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We didn't mean it! Mirrorsoft's 'Green' blast-em-up gets a Rave



Two-player arcade puzzling in Ocean's latest cartridge game

XREF 8

An excellent cross-referencing debugging tool for BASIC programmers everywhere – and it's FREE on the covertape

VIRTUAL WORLDS



There's life in the old dog yet – the *Freescape* compilation is here!

ACTION PACK



Turrican 2 and *Thunderjaws* demos, *Marsport* and *XREF*... Christmas has come early!

PAGEMAKER DELUXE



Robert Maxwell here we come – and all for £3.50. Will Alan Scully's new program make you a publishing magnate?

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ACTION PACK



HOW TO LOAD THE COVERTAPE

Loading the programs couldn't be easier! Type RUN" (followed by RETURN) and press a key to start the tape. (A shortcut way to get RUN" is to hold down CONTROL and tap the small ENTER key.)

A menu screen will appear in a short time. Select the program you wish to load. Press SPACE to highlight the program you want followed by RETURN to load the program. The *Turrican 2* and *Thunderjaws* demos are on side one of the tape. *Marsport* and *XREF* are on side two. Turn the tape over and rewind to the begining to load these programs.

Note that XREF is loaded direcly from BASIC with the RUN" command.

● If you have a disk drive connected to your machine you'll first have to type |TAPE to switch the machine to tape loading rather than disk loading. (The | is obtained by pressing SHIFT and @) The computer will load the next program.

TURRICAN 2

We gave *Turrican 2* 95% back in *AA71* and called it the best Amstrad shoot-em-up ever. High praise indeed, but why take our word for it? Try it out for yourself with this fully playable demo.

You play the part of Turrican, a mercenary called in to rid the planet Landorin of a nasty chap called the Machine and all his equally nasty, but more killable, minions. Yep, the same scenario that's been the basis of a thousand other computer games, *2000 AD* stories and crap sci-fi films.



● Kill kill kill! Oh, and there's some exploring and collecting to do to. Mostly, though, it's just sheer, mindless destruction. Brilliant.

What you get here is the whole of the first level. In other words, more baddies, hazards and screen inches than you'll know what to do with (it's a big level!). You're initially equipped with three weapons – an ordinary household pulse laser, a snazzy rotatable electric arc beam (stand still and hold down Fire) and three of those smart bomb thingies that gamesplayers have been so grateful for ever since *Defender* first appeared in the arcades.

Various other weapons can be picked up along the route – and you'll need 'em. As well as various nasties, including lots of yellow spiders in tin helmets, obstacles such as waterfalls are also around to boost Turrican's laundry bill. You'll need your wits about you, and if you finish this, there's another four levels waiting down at your software store.



● *Turrican 2*'s graphics are better even than the originals. They're colourful, nicely detailed and really fast and smooth.

● Turrican 2 Controls

Keyboard or joystick may be used.

Q	Jump
A	Duck
O	Left
P	Right
SPACE	Fire
RETURN	Smart Bomb
H	Pause

THUNDERJAWS

Lizard women, don't you just hate 'em? Some weird scientist called Madame Q doesn't. She's genetically creating them, the malevolent old so and so.

Fortunately, you won't meet either Madame Q or any salamander girls in level one, the bit of the game featured here. There's two separate stages to battle your way through. The first takes place in the sea, where you'll be up against other divers, sharks and things that shoot at you (dashed inconvenient, what).



● Glug glug... watch out for that cybernetic shark... glug glug... and they're only the start! (It's tough being a frogman.)

The second stage is set in one of Madame Q's secret underwater bases. (And dead secret they are too – those big metal doors in the middle of the Pacific aren't suspicious in the slightest!) Here you'll meet some guards and a few daft dogs. Shoot them, and try not to die too often. Then kill the end of level submarineything and... er, that's it. Until the full game comes out, at any rate.



● You've made it into the underwater base – now you've got to tackle mad dogs (we always said the channel tunnel was bad news).

● Thunderjaws controls

Use joystick or redefinable keyboard.
Controls are jump, duck, left, right, Fire.

H	Pause

TYPE-RIGHTER

Here it is again, by popular demand, and just sneaked into a little space on the covertape. *Type-righter* is the checksum generating program used in *Type-ins* and *Cheat Mode*. It's a utility to aid with typing in the listings and pokes printed in *AA*. Run the program, type in "new" and then start typing in the listing. After each line a four figure code in curly brackets will appear. If this is the same as the code printed in front of the line in the magazine, you've typed the line in correctly!

MARSPORT

It's the year 2494 and earth is under attack from an alien race called Sept (not to be confused with other alien races Jan, Feb, Mar, etc). Luckily they're being kept at bay with a big sphere, but rumours abound that they're working on a way to breach it. The rotten swine.

As Commander John Marsh you now stand on the outskirts of Marsport, the Sept command base. No, you've not taken the wrong turning off the M42, you're there intentionally. Seems you reckon "a determined man can sometimes achieve more than an army." 'Scuse me if I sit at the other end of the bus.

Turns out the plans to the sphere were left on Marsport when Mr Sept and his friends came calling and all the earthfolk legged it.

This is what you've got to do:

- Find some M-Central computer thingy.
- Find the sphere plans.
  (Some previously unreachable parts of the base will now be visitable.)
- Get out alive.

Hang on, what's that?

The place is crawling with aliens, and none of them are going to buy you a pint, so blast 'em or run for it. The robots are on your side, but they're a bit short-sighted so they'll attack you anyway.

Supply units are where you get your goodies from, lockers are where you can store them, and refuse units are where you dump 'em. Charge units give you power. Factor units will assemble two or more objects into something different.

Key stations need a key chucked in 'em to open the door, and vidtex units provide useful info. You'd be well advised to map everything out, try and get hold of a weapon as soon as poss, and be ready with your thinking head for all the adventure-style problems you'll need to solve.

We'd have sent the army, ourselves.

- *Marsport controls*

Alternate keys (Z-/)	Walk left/right
Alternate keys (A-])	Camera left/right
Alternate keys (Q-[)	Pick up/drop
Enter	Enter a door
Space	Fire
Keys 1-CLR	Select an object
f4	Autorun on/off
f5	Freeze/unfreeze
f6	Return to options

(464 - use numeric keypad for f-keys)

Tape Trouble?

We hope that your covertape will load first time. However, having worked with computers for as long as we have, we know that things don't always go like clockwork. If you have problems loading the tape, try the following:

- Try loading at several different volume levels if you're using an external tape recorder. Computers can be very fussy about the volume they will load at.
- Clean the tape heads. This can be done with any commercially available cleaning kit. Alternatively, use a cotton bud soaked in alcohol. Gently rub the surface of the heads and pinch roller to remove that layer of accumulated grime.
- Adjust the cassette recorder's head alignment. The alignment screw is located just to the left of the tape head, and is usually accessible through a small hole. Rotate it a fraction at a time with a jeweller's screwdriver. When the crispest sound is heard, the alignment is spot on.
- Sometimes the tape spools can jam or stick at a critical moment. Check the spools in your cassette rotate freely, if necessary giving the casing a slight tap against a table edge just to make sure. If, after trying the all of the above, you still can't get the tape to load then you can return it for a replacement. Send the tape, along with an SAE to:

AA73 Covertape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.



Save the world from the Sept! *Marsport* is a exploring, collecting, shoot-em-up that needs a bit of brain-power too...

XREF

This excellent BASIC programming utility from Anthony Jordan is on the flip-side of the covertape. And the explanation on how to use it is on the flip-side of this page!

See overleaf for full instructions on using and understanding XREF.

DISK DRIVE OWNERS READ THIS!

If you have a disk drive, you'll no doubt find the prospect of loading everything from tape daunting. Thanks to our special tape to disk transfer program, you'll only ever have to load from the tape once - all programs are transferred easily to disk.

Insert a blank formatted disk into the drive and the covertape at the start of side one into your cassette player. Connect the REM socket if you have one (6128 owners) - it'll automatically stop the tape in the right places when accessing the disk drive.

Load the menu program in the normal way and select the TRANSFER TO DISK option. Follow the on-screen instructions and press a key when the computer asks you to. It's as simple as that!

Should you experience problems you'll be asked to rewind the tape and try again. Don't panic if this happens - follow the advice for tape loading troubles.

- For various technical reason, two of the the programs on this month's tape won't transfer fully to disk. The *Thunderjaws* demo and *Nigel Mansell's Grand Prix* do transfer, but they both still have to load program data from tape. (It takes only a few seconds.)

If you want a fully disk-based version, you'll have to order it from Ablex via our special disk offer...

DISK OFFER

All the programs on the *Amstrad Action* covertape are easily transferable to disk. However, owners of the 6128 Plus are unable to connect a cassette recorder to their machines, and some of the rest of you may experience loading difficulties.

We've come to a special arrangement with our duplicators. For a small charge to cover costs, they will supply a disk containing all the programs we're giving away on the tape. If you would like a copy on disk, simply send them your name and address along with a cheque/postal order for £2.00 made payable to Ablex Audio Video Ltd. Send your orders to:

AA73 disk offer,
Ablex Audio Video Ltd., Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

You may also order previous covertapes from issues 67 onwards - just make sure that your envelope is clearly marked with the issue number of the covertape you require.

GOT A 464 PLUS WITH A DISK DRIVE?

Users of these machines have reported problems transferring programs to disk. We reckon that we've solved the problem. However, if you have a modified machine and are still experiencing difficulties, let us know so we can investigate further!

XREF

XREF is a BASIC programming development utility with three main purposes:-

- It provides a 'where used' list (cross-reference) of all references to statement numbers, variables, arrays, functions and commands within a BASIC program.
- It assists in finding certain types of programming logic errors such as: Branching to unsuitable statements (eg GOSUBing to a DATA statement); using undefined functions; using undimensioned arrays; using uninitialised variables; using on CPC 464 variables which are keywords on CPC 664/6128.
- It is very useful in detecting incomplete or badly-typed programs. Problems which may be reported are: Text strings containing non-ASCII characters; text strings with missing final quotation mark; mis-spelt variable names; branching to non-existent line numbers; unbalanced or badly nested brackets.

Special provision is made to accept the syntax DECS(...) which, due to a ROM bug, is valid on the CPC 464.

To use XREF

XREF is written entirely in Locomotive BASIC.

1) Load the program to be cross-referenced.
2) Ensure (by renumbering if necessary) the program's line numbers are all less than those occupied by XREF. XREF currently uses line numbers from 60000 upwards. These can be changed if necessary by renumbering.
3) MERGE (not load) XREF into memory.
4) If output is to go to the printer, ensure it's on line and the paper positioned ready for printing.
5) RUN 60000 and answer the questions that appear: *Output to printer?* (The default is output to the screen.) *Show REMarks?* (See Item 1 of the topic "Explanation of the Cross-reference".)

Memory space considerations

XREF co-exists in memory with the program being cross-referenced.

The target program can be a maximum of 900-1000 lines long, depending mainly on the number and length of REM and DATA statements. If you are using |BOS as supplied with Vortex's RAM expansion board then, if your program resides in bank 0, it can be no more than 500-600 lines.

XREF occupies about 12K. Removing all REM statements will shrink the program to about 9K, enabling you to cross-reference larger programs. None of these lines are the targets of GOTOs, GOSUBs etc and so may be safely eliminated. The first line (60000) must be left in, however, otherwise incorrect cross-references may result.

SAMPLE RUN OF XREF

Below is a sample program, together with the cross-reference produced by merging and running XREF.

```
10 REM SAMPLE PROGRAM 19-JUL-87
20 DEFSTR f
30 last%=15: cursor=4
40 DIM x(last%), y(last%), z!(last%)
50 DEF FNfirst(x$)=LOWER$(LEFT$(x$,1))
60 RANDOMIZE TIME
70 f="## ##.###### ##.###### ##.######"
80 REM Main loop
90 CLS: LOCATE 1, cursor
100 FOR i%=1 TO last%
110 x(i%)=RND: y(i%)=RND
120 x=x(i%): y=y(i%)
130 z!(i%)=SQR(x*x+y*y)
140 PRINT USING f;i;x;y;z!(i%)
150 NEXT i%
160 REM Another run?
170 PRINT: INPUT "Another run";q$
180 q$=FNfirst(q$)
190 IF q$="y" THEN 80
200 IF q$="b" THEN |BASIC
210 IF q$="e" THEN 185
220 IF q$<>"n" THEN PRINT CHR$(7);:GOTO 170
230 REM All done
240 END
250 GOTO 250
260 :
```

Explanation of the cross-reference

0) See item 6 below.

1) Line 190 makes a reference (GOTO, GOSUB, RESTORE etc) to the REM line 80. Note the uppercase REM. Deleting any line annotated with an uppercase REM will cause an error if you subsequently attempt to run the program.

The text ("Main loop") of the REM is displayed if, and only if, you reply affirmatively to *XREF*'s question: *Show REMarks?*

2) Line 220 makes a reference to line 170. This is not a REM line, but the line immediately preceding it is. This is indicated by the lowercase rem.

Any or all lines annotated only with lowercase rem may be safely deleted. Furthermore any remarks not mentioned in the cross-reference may be deleted.

3) Line 210 refers to a non-existent line. Definitely a programming error!

4) Line 250 makes a reference to a GOTO statement. This may possibly indicate inefficient or incorrect program logic. As an aid to debugging XREF highlights references to these statements: DATA, DEF, END, ERROR, GOTO, NEW, REM (or '), RESUME, RETURN, RUN, STOP.

None of these statements should normally be the target of a GOTO, GOSUB etc in an efficiently run program.

5) An example of a user-defined function. The first reference to it (line 50) ought to be its definition, which in this case it is. The equals sign following the line number indicates that the function is defined in that line. A line number without an equals sign indicates that the function is merely used in that line.

6) (CPC 464 only) The three exclamation marks indicate a variable name valid on a CPC 464 but a reserved keyword on the CPC 664 and 6128. The variable should be renamed to avoid ambiguity.

(CPC 664/6128) This line will not appear and the heading at the top of the cross-reference will be: "41 References to 17 Symbols using 33 out of 650 Nodes".

7) Here is a variable referenced from only one line. It suggests a possible error, especially as the line number (line 140) is not followed by an equals sign, showing the variable is used but not initialised. In this case it IS an error as the i in line 140 should be i%.

(It is often worth also checking variables referenced from just two lines; this can disclose typing errors.)

8) Another variable referenced from only one line. Inspection of the program shows that in this case everything is OK as x$ is being used only as a dummy variable in a user-defined function.

9) The () indicates that y() is an array name. The first reference to it (line 40) should normally be a DIMension statement, which in this case it is.

The above example shows only a few of the reporting facilities available.

● Possible errors

Runtime error	Suggested action
xref$ full	Increase maxref by 1 (this error is very unlikely)
String space full	Decrease maxnode (eg by 50)
Tree full	Increase maxnode (eg by 50)
Program bug	Inform the author A.K.Jordan on 0753-573695 (home no)

XREF of SAMPLE PROGRAM 19-JUL-87

```
0  43 References to 18 symbols using 35 out of 650 Nodes
1  00080 REM Main loop
              190
2  00170 rem Another run?
              220
3  00185 ???  210
4  00250 GOTO 250
5  FNfirst()  50=   180
6  cursor !!! 30=   90
   f          70=   140
7  i          140
   i%         100=  110   120   130   140   150
   last%      30=   40    100

   q$         170=  180=  190   200   210   220
   x          120=  130   140
8  x$         50
   x()        40=   110=  120
   y          120=  130   140
9  y()        40=   110=  120
   z!()       40=   130=  140

   |BASIC     200
```

N.B. The line numbers 0 to 9 do not appear in the real XREF output. They are included here purely for use in the following explanation.

PROTYPE – THE RETURN OF ARNOR!

Did you think Arnor had developed their last CPC product?

We must admit, it was starting to look that way. But now we are pleased to announce a stunning new arrival - *Protype*. This provides *Protext* with the improved printing features that many of you have requested.

We honestly believe that it is not possible to achieve better quality output from a 9 pin printer than with *Protype*. Just look at the examples below - all printed on an elderly Amstrad DMP 2000!

Protype costs just £30 and is available on disc only. It works with *Protext* ROM and disc versions and may also be used as a stand alone program.

5 years after its original release Protext remains indisputably the leading CPC word processor. In the February 1991 issue, AMSTRAD ACTION said:

"Without doubt the most complete word processor available for the CPC ... Protext is very much a professional quality program."

AMSTRAD ACTION speed tests show Protext to be many times faster than other programs, for example:

Replace operation		Delete 17k block	
Program A	- 94 secs	*Program A*	- 17 secs
Program B	- 74 secs	*Program B*	- 15 secs
Protext	- 5 secs	*Protext*	- 1 sec

Prices

Protype	£30	(disc, Protext not required)
Protext + Protype	£45	(disc)
Rombo ROM box	£20	(when at least one ROM is purchased)

ROM prices			
Protext	£25	Promerge Plus	£20
Maxam	£25	Utopia	£20
Prospell	£20	Maxam 1½	£20
		BCPL	£20

Protype is a typesetting print enhancer designed to squeeze maximum quality from low-cost 9 and 24-pin dot matrix printers. This paragraph shows how **Protype** can work to a right-hand margin.

Liquid[293K]	c_p/J kg^{-1} K^{-1}
① Acetic acid ($C_2H_4O_2$)	$1{\cdot}96 \times 10^3$
② Acetone (C_3H_6O)	$2{\cdot}21 \times 10^3$
③ Water$_{sea}$ (H_2O, salts)	$3{\cdot}90 \times 10^3$

A **Ganga común, «*Pterocles alchata*», 38cm**
♀ con tres bandas en el pecho †
♂ faja pectoral castaña ‡

supports over 40 European languages including:

Anglo-Saxon	þ ð æ œ ā ē ī ō ū ǣ œ̄
Czech	á č ď é ě í ň ó ř š ť ú ů ý ž
Latvian	ā č ē ģ ī ķ ļ ņ š ū ž
Polish	ą ć ę ł ń ó ś ź ż
Turkish	á â ç ğ ı î ö ş ü

B **just some of the non-ASCII symbols:**

« » „ " " ¡ ¿ 1º 2ª ¶ §
© £ Ÿ ¤ ¢ ♭ ± ÷ × ↓ °
← → ♯ ♭ ß ð Đ þ Þ ø Ø
å Å æ Æ œ Œ ƚ Ł đ ħ Ħ

←line graphics too→

This actual-size printout was produced in one operation on a 9-pin printer using Arnor's Protext and **Protype**.

Protype (disc only) works on:
- ○ Amstrad CPC6128 [+]
- ○ CPC664 & 64K expansion
- ○ CPC464 & 64K expansion & disc drive

Uses less than 350 bytes of the main 64K.

PROTYPE IS VERSATILE:
- *multiple diacritics (accents) with any letter* (ẹ̀ ṇ̄ ş̀ Ặ)
- *tabulates proportional text / micro-justifies spaces*
- 240 DPI × 216 DPI *resolution on a 9-pin printer!*
- *works with all 9-pin or 24-pin Epson-compatible printers*
- *use from Protext, Basic or machine code*
- *includes the seven fonts used in this demonstration*
- *choice of character designs within a font* (page or page)
- mirror imaging of a line of text!
- superscript, $_{sub}$script, underline, [b] box, (e) encircle
- *kerning (spacing of 'difficult' character pairs* (AV)

Fæder ūre, þū þe eart on heofonum	(Old English)
Ár n-atheir, atá ar nèamh	(Irish Gaelic)
Fader vår som är i himmelen	(Swedish)
Svargayehi vädasiṭina apagē piyāṇeni	(Sinhalese)
Teve mūsų, kurs es danguje	(Lithuanian)
Pater noster, qui es in cælis	(Latin)

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Reaction

Amstrad Action's letters pages have been taken over by newcomer Adam Peters, man of steel (and pen of plastic). Warning: this man gives as good as he gets...

But before you put pen to paper, make sure you've read the following:

- **Got technical problems? You should be writing to *Forum*, not *Reaction*.**
- **Stuck on the basics and need help? That's what *Ask Alex* is for.**
- **Keep your letters short, and try to make just one point rather than loads**
- **Looking for a particular cheat or poke? You need *Cheat Mode!***
- **Don't enclose SAEs or ask for individual replies – there's no way we can manage that.**

You can write in about anything you like – piracy, sexism, the price of games, the ideological rift between Stalinism and the Constructionists, Mrs Witherspoon's carbuncle (no, forget about Mrs Witherspoon's carbuncle...). The address is: *Reaction, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*

No 8-bit demise

I have had a CPC 464 for six years and a 6128 for five. In this time I have seen the number of magazines devoted to the machine decline from four to two. With this decline in magazines, there has been a corresponding decline in the amount of software released for CPCs. Having said that, I have noticed an increase in the general level of quality, and the number of software releases continues to be steady and stable.



● There are some tasty 16-bit 'bundles' on sale. Tempted? Don't do it! Dominic Corby didn't, and he's glad...

This brings me to my main point. Again some pundits have been preaching about the imminent demise of 8-bit machines, especially the CPC. For all of the five years in which I have owned a CPC, year in, year out, the pundits have been proclaiming that the CPC was about to drop dead. They have implored us all to buy 16-bit machines if we, the users, were to continue to use computers seriously. Instead of rushing out and buying an Amiga or ST, I turned my CPC into a word processor.

My computer has served me well and I do not intend to replace it in the near future. As a retort to those people who own 16-bit machines and point to the better, smoother looking graphics on their machines, in their hurry forgetting about the game: my brother has an ST and stacks of games but there are only four he still plays regularly, and most of them are flight sims. These games seem to have pretty pictures but very little substance.

The future of the CPC is in the hands of its users. Amstrad will stop producing it one day. Its future is in our hands and nobody else's.

Dominic Corby
Chelmsford

Adam Couldn't agree more, Dom. "All graphics and no gameplay," as people have had occasion to mutter whilst discussing STs and Amigas. By the way, don't you think that Chelmsford 123, Channel 4's so called 'comedy' series, was a complete load of rabbit's doo doos. We wrote and complained.

Won't get fooled again

Why is it that we are fooled by the arcades? I'll

BYTE SIZE

Cheap consoles

Following the article in *AA71* about consoles being sold for thirty quid, I did some research in the local Dixons. They said that they were selling the console for £19.97.

This confused me! Does this mean that I can buy a console for less than it would cost to buy one game for it?

P Philpott
Dorking, Surrey

Adam: It certainly does, Peter, or whatever your name is. Daryl Catchpole has spotted them being sold in Comet in Scunthorpe for even less – fifteen quid, in fact.

Have any other readers with silly surnames seen consoles being sold cheaply? Maybe your local store is selling them for a fiver, or offering to swap them for half-eaten ice lollies? Let us know.

There might even be a prize for the person who spots them being sold cheapest. (But don't bank on it.)

Crap Commodores

I am the owner of a CPC 464, but quite a few people at school own C64s. They are always telling me how 'crap' Amstrads are, which I refuse to believe. But then they showed me an article from a Commodore mag which they said "proved" what they had said. Please can you prove that Amstrads are better.

Colin Scrcmgeout
Blair Atholl, Scotland

Adam: Certainly, Colin. We set up a table in the High Street and took down a CPC 464 and a Commodore 64, intending to blindfold people, get them to play games and do some serious stuff, and then asking them to say which they preferred. (Like the Pepsi Challenge sort of thing.)

Incredibly enough, all 253 people we spoke to came to the same decision. They ran off down the street screaming "help, I'm being accosted by strange men." All in all, pretty inconclusive really.

tell you why, it's because companies such as Konami, who design some beautifully colourful coin-ops, wish to con us innocent games addicts into buying the conversions of these games.

For instance, do you remember when *Turtles* first hit the arcades? What a corker! A very addictive, well animated game, with huge potential for 8-bit and 16-bit conversions.

But then the home computer versions saw their release. I saw a Comet advert in the paper which said they had stocks of this new game. So I rushed into town and bought a copy. I was dead pleased with my purchase, so I caught the next bus home in order to test my latest investment.



● Are home micro versions of coin-ops a disappointment? What do you expect on an 8-bit machine?

What a disappointment. It wasn't the four player massive sprites game that I'd witnessed before. No, it was a feeble attempt at a fine licence which went completely wrong. I had a good mind to take the game back, but I didn't, and now the game can be seen lying on my top shelf, thick with dust.

And now it's *The Simpsons*. Yes, this long-awaited hit cartoon has made an appearance in the arcades, and what a brilliantly hilarious caper it is too. But I tell you now, I for one shall be in two minds about blowing fifteen quid on a budget style conversion when it comes out!

Simon Burke
Peterborough

Adam: Er, the first Turtles game wasn't a conversion of the coin-op licence, Simon. Mirrorsoft had to obtain a licence to produce a Turtles game, but the plot was the company's own. Anyway, the coin-op producers aren't conning you. They sell the rights to produce the home computer versions to software houses like Ocean and US Gold. These software houses spend lots of money buying these licences, knowing that they can sell the game to people who liked the arcade machine and want a version to play at home. It's quite common for these conversions not to live up to expectations. But then again, if you're expecting four players and massive sprites on a CPC game, maybe you are being a bit daft. To lessen the chances of disappointment, try finding out what a game's like before you buy it (by reading the AA review, for instance).

Excuse me...

I have eighteen questions to ask you:

1. Would the GX4000 console plug straight into my CPC 6128?
2. How much memory can be stored on a cartridge?
3. Why do adverts take up a lot of space in AA?
4. Why can't you have a hundred or more pages in your mag?
5. Why don't you review more compilations?
6. Why don't you review more serious software (eg public domain stuff).
7. Why don't you have a cover disk on your mag instead of a cover tape? Most Future Publishing mags have disks on the cover.
8. When will *Cheat Mode Three* be coming out?

Bakul Shah
Coventry

Adam: Sorry about the other ten questions Bakul, we didn't have room for them. But the answers to the eight we have printed are as follows:

1. No. The only part of the CPC that it's worth connecting a console to is the monitor anyway, and you'll need to get a special lead made up for that.

2. 128K.

3. Because if we didn't have any ads in the mag, it would cost about £16.95 an issue.

4. Because we have to sleep occasionally.

5. We currently review almost as many compos as individual games. With compilations of fairly recent releases, though, regular readers will probably still have the original reviews, so there's less necessity to review the new package. But we often still do it.

6. Any new software that's worth reviewing we review (see p22 of this issue, for example). There's no point reviewing dross though, just for the sake of featuring more serious reviews.

7. Your Sinclair and Commodore Format don't, they have tapes on the cover. Nor does Needlecraft, it has a bit of cloth. 3-inch disks are a lot more expensive than other formats, and having one on the cover would put the price of the mag up by a couple of a quid. How would tape owners feel about shelling out for something completely useless to them? At least 6128 owners can load tapes, and most of the programs transfer to disk with no problems.

Failing that, people can get disk versions from our duplicators for the price of a blank

A Perfect Match

Codemasters are putting me and many of my friends off games with simulator titles. Many of this range are not true simulators at all. It's plain disgusting, it is.

Please could you print AA's 10 favourite soccer games of all time. Which three would you recommend?

Fergal McKeown
Whiterath, Co Louth

Adam: (1) England v Hungary, 1957 friendly. (2) Blackpool v Man United, 1958 FA Cup final. (3) Spurs v Man City, 1981 FA Cup final. (4) Aston Villa v Bayern Munich, 1982 European Cup final...

...oh, you mean computer games. Give Kick Off 2, Italy 1990 and Emlyn Hughes International Soccer a go. Come on, admit it, life wouldn't be the same if every other Codemasters game wasn't a 'simulator', would it now?

All's fair in Scotland

Having read the article about the All Formats Computer Fair in *Amscene*, I'd like to point out that if you live in Scotland and want to visit the fair, you don't have to travel all the way to England to see it.

The good news is that the Computer Fair will also be appearing in Glasgow on Sunday the 22nd of September at the Glasgow City Hall.

William Huddleston
Innerleithen, Scotland

Adam: Good news for our Scottish comrades there. No doubt one or two will celebrate by sending in listings copied out of the manual. Grrr.

Sorcerer's Apprentice

I'm writing to say to Dave Johnson that I have a copy of *Sorcery+* (*AA71*) and will swap it for another game if he could help me load from tape on my 6128.

Wayne Rose, 8 Biddestone Road, Holloway,
London N7 9RA

Fight the flab

I own a 6128 and would like to know what *Battle of the Bulge* is like. I know the battle involved tanks (*obviously a student of military history then*), but what is the CPC version like?

M Newton
Leicester

Adam: Er, not outstanding.

Gee, thanks (sorry)

In reply to Nicola Bussy's letter (*AA71*) about looking for a horse riding game. Well, I've found one. It's called *Classic Trainer* by GTI software. When will *Robocop 2* be coming out on the CPC?

Andrew Hunt
Kidderminster

Adam: Insert your own horse puns here. Robocop 2 has been out for months, but only on cartridge. There are no plans for tape or disk versions.

Bob-a-job

In *AA71* Mr William Anderson asked for *Discology*. Well, I have got *Discology* for the 6128. I am willing to sell it for £25 ono to Mr William Anderson of Frinton.

Keith McCord, 154 Scarisbrick New Road,
Southport, Merseyside PR8 6LR

Adam: Good on you, Mr Keith McCord of Southport.

Have you also, perchance, got a colour monitor you're willing to sell for £400? Or an elderly relative you'd part with for a fiver? (Only kidding.)

ANGRY LETTER OF THE MONTH

I know a few months back you said to end the sexism. Well I just can't contain my anger, sorry! That letter from Jane Marie was the last straw - "show you that I am number one" - who does she think she is? Let me point out a few small facts: If it wasn't for us male "sh*ts" she wouldn't have been here to write her piece of garbage. If it wasn't for us male "sh*ts" her CPC wouldn't have been thought of, and if it wasn't for us male "sh*ts" she wouldn't have *AA* to send her piece of garbage to.



Oh yes Marcus Kasumba, you think you're so brilliant don't you? "When I say games, I don't mean adventures. Who wants to look at hours of boring text and a few trashy pictures?" Well, if your full name and address had been printed I might just have come round to give you a damn good kick up the ****. No, what you said was not the truth. For your information the *Dizzy* games 1-4 are adventures, *Castle Master's* an adventure, etc etc. I know playing *Predator 2* gives you a buzz, but you probably don't realise you're poisoning your mind.

Not that you really care of course. I bet you just can't wait to get out there, setting fire to shops, spraying swearwords all over the walls, pushing old ladies off zebra crossings and ripping their shopping bags open (*er, hang on...*). Won't it be exciting holding up the dole office? (*Erm, I think this is getting a bit out of hand.*) This goes for all you other arcade addicts as well. I have 104 games and one adventure, but which gets the most attention? The adventure does.

All you disk users, "down with tapes" indeed. Did you realise that if tapes were phased out, the shelves would be empty with an Amiga game scattered here and there? No, of course not, disk drives cost money, so we should have disks not tapes! Do us a favour and shut up.

Oh yes Mr Skilton, in my opinion your bunch are the only "crassheads". Do you think we actually enjoy reading through your endless toffee-nosed drivel about disks and databases, modems and machine code, assemblers and er... bytes? The answer is NO we do not like it, so stop wasting space.

About *AA* turning towards a games mag...(*snip*)

Michael Davies
Swansea

Adam: Michael actually rambles on for another couple of pages, blaming various different Reaction contributors for everything from the break-up of the USSR to the price of Brylcreem.

In fact, there's so much bile welling up from this particular letter that the postman had to wear asbestos gloves to deliver it. Michael becomes the proud first recipient of the AA Angry Letter of the Month Award. Well done, Mike.

Have YOU got something to be angry about? Is there a particular individual YOU'D like to threaten violently within our pages? Do you believe Adam Waring to be the son of Satan? Is Rod Lawton an alien space fiend?

Every Angry Letter of the Month winner will receive a badge. Not an AA badge, you understand, we haven't got any of them, just any old badge we find lying around. Drop us a line, and maybe you could be next in line for this coveted award.

For his extraordinary ability to still be wound up by letters published several months ago, we're sending Michael an Ocean Total Recall badge that we've just found behind one of our monitors. As Jeremy Beadle would no doubt say if he was here (and thank the Lord he's not), "next time, it could be you".

And hey, readers in Swansea, let's be careful out there.

disk (see the tape pages for details). What more do you want?

*8. **Some time before Cheat Mode Four. Cheat Mode Two-and-a-half has been lovingly sellotaped to the front of this very ish.***

16-bit CPCs?

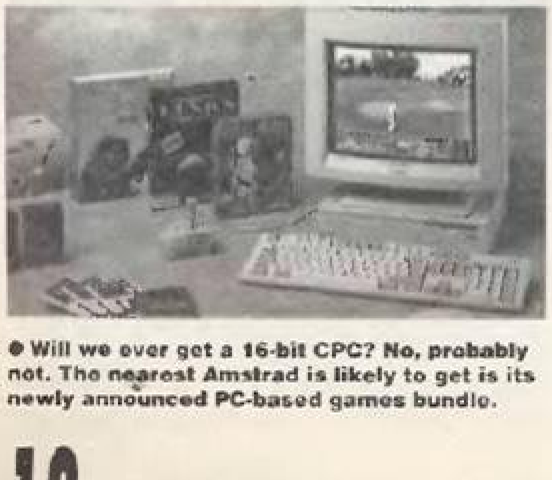
I was reading through some old *AAs* a few days ago, when I saw a letter asking why Amstrad couldn't produce a 16-bit machine, similar to the ST but retaining CPC compatibility. I was also looking through the *Z80 Family Data Book*, which contains details of the Z80 chips.

The Amstrad CPC range of computers uses the Z80-A (Z0840004) which is useful because it can directly utilise CP/M through virtue of its 8080A compatibility. It also has lots of other bonuses like memory refresh on chip, and the list goes on.

When I was looking through this book I saw the Z280 CPU which has all the Z80 features and compatibility, but can run at four times the speed, 20 MHz instead of 4 MHz [*that's five times the speed, James*]. It's a 16-bit chip with a memory access of 16 MBytes, and on top of that it has an on-chip 256 byte cache, plus a UART serial interface, 3 counter timers and 4 DMA channels (they allow things to go on without the CPU, like transmitting a block of memory down the serial port).

So now tell me, why can't you build a 16-bit CPC-compatible machine?

James Grant
Swindon



● **Will we ever get a 16-bit CPC? No, probably not. The nearest Amstrad is likely to get is its newly announced PC-based games bundle.**

Adam: We can't build one because we're crap at electronics, James. We built a radio last week and it ended up with three soldering irons stuck amongst the circuitry. And the only station we could get was some Welsh language thing.

Why can't Amstrad build a 16-bit CPC? Even with a 16-bit Z80 family chip, in order to utilise the 16-bit features it would require different hardware to the standard CPC innards. Which would make it a completely different machine really, with no software compatibility with the machine we know and love. Probably.

Dear Budgets

In Whitchurch (where I live) there is only one computer shop and I visit it quite regularly. But when I went there one Saturday morning I saw to my horror that the budget games had gone up, from £2.99 to £3.99! I only get £1 a week pocket money, and out of that I put 25p in the bank. So overall I have to wait a month and a half before I can buy a tape.

What's more, a tape of *Bubble Bobble* I bought didn't work and I took it back. We tried another three copies but they were all exactly the same, so I got my money back. Just as I was going out of the door, I saw the lady behind the counter put all four copies back on the shelf, which really annoyed me. I mean, if someone went into the shop who lived in Liverpool and was down in Whitchurch for some reason and they bought *Bubble Bobble*, then they wouldn't find out that it was wonky until they were 42 miles away, and would have spent £3.99 on something that didn't work. Please could you put a demo of *Turrican 2* on the cover tape.



● **Robert Kershaw wanted a demo of *Turrican 2* on the covertape - and he got it! Coincidence? Oh, er, ahem...**

Robert Kershaw
Whitchurch, Shropshire

Adam,: A timely warning to our Liverpudlian cousins there, Robert. Sadly, a price rise for budget games has probably been on the cards for ages. Turrican 2? Well, you did say 'please'.

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IT'S A WASHOUT!

Computer Entertainment Show goes trade-only

The European Computer Entertainment Show, due to be held between the 5th and 8th of September at Earl's Court II was scrapped – at least as far as the general public was concerned.

The decision was taken right at the last minute for "a number of reasons". To quote, "ultimately, we felt that the industry could not put on the kind of event that justified the entrance fee to be charged. We therefore felt it better to cancel the event and continue with a trade show".

Last month's *Amscene* show was correct at the time of going to press, but we can only apologise to readers who made the journey to Earls Court II only to be turned away at the doors.

Future plans

Strangely, the industry *is* capable of putting on the kind of event being organised by Future Publishing at the same venue between the 12th and 16th of November.

The World of Commodore is aimed only at owners (or potential owners) of C64s and Amigas, but promises lots of sights and sounds to interest everyone. Check out the ad on page 51 of this issue for more details, including a special offer.

● The European Computer Entertainment Show was made trade-only at the last minute by the organisers. Bad news for all those who turned up on the day.



WHO IS THIS MAN...?

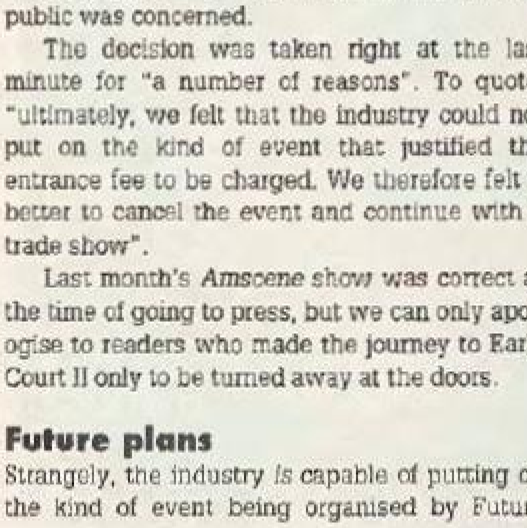


...He is in fact *Amstrad Action's* new staff writer and veteran *AA* contributor Adam Peters. For a full introduction, turn to *AAfterthought* on page 66.

Bargains galore...

There are loads of bargs to snap up this month. Is it the recession? Is it the ozone layer? Who knows – let's not look a gift-horse in the mouth!

Logical move



● Logic 3's Sting-ray and Manta-ray joysticks are down in price – from £15.99 to £13.99.

Logic 3's two joysticks, the Sting-ray and the Manta-ray are being reduced from £15.99 to £13.99.

The joysticks are very well made and good to use. Spectravideo, which markets the Logic 3 'sticks, claims the reductions are *despite* the recession,not *because* of it: "...sales have greatly exceeded our expectations. That is why we have been able to lower the prices."

A joystick for 25p?

It's true – mail order supplier WAVE, up in Barrow-in-Furness is selling off Amstrad JY2 'sticks for just 25p each. There is one snag, though – postage and packing is £1.18. You can order from: WAVE, 1 Buccleuch Street, Barrow-in-Furness, Cumbria LA14 1SR.

● Make sure you specify your machine when you place your order.

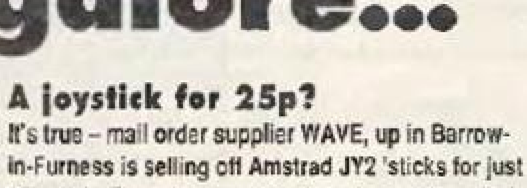
Amstrad modem gets the chop

Well, it's price does, anyway. Previously selling for a whisker under £400, the SM2400 is now going for a mere £189 – and that includes Datatalk Plus software.

For techies everywhere, the spec is as follows:

- Quad standard (V21, V22, V22 bis, V23)
- Hayes compatible
- Auto answer with automatic rate detection
- Automatic pulse or tone dialling
- B.A.B.T. approved for both PSTN or PBX use

● The Amstrad SM2400 is £200 cheaper!

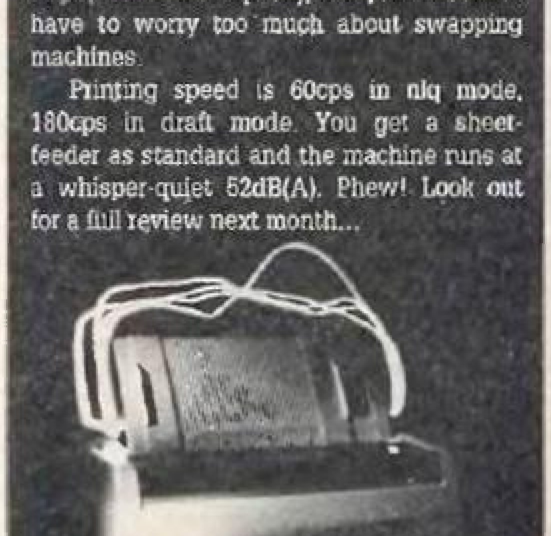


New entry-level printer from Fujitsu

Fujitsu's new 24-pin DL900 is aimed at "low volume business or home usage". Although it's only the size of an 80-column printer, it can handle 110 columns. It's also designed to print on envelopes and labels.

With a price tag of around £300, the DL900 looks pretty good value – especially with seven resident fonts. The machine also has three emulation modes (Fujitsu DPL24C PLUS, IBM and Epson), so you shouldn't have to worry too much about swapping machines.

Printing speed is 60cps in nlq mode, 180cps in draft mode. You get a sheet-feeder as standard and the machine runs at a whisper-quiet 52dB(A). Phew! Look out for a full review next month...



● Fujitsu's new entry-level printer – the 24-pin DL900 – promises excellent value and performance.

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SYSTEM BETS will regularly provide a system for MAJOR WINS with small stakes – try it and surprise yourself.

COMPETITION
Details and rules

Our company likes to see people winning, which is why we're running our fabulous 'Win a pc competition'. With every purchase you make, you will automatically be entered into the draw. You can also enter for free by sending a postcard to INTRASET.

1st prize – PC NT286 Colour
2nd prize – Complete set of Intraset Business and Gaming Software 3rd prize – Complete set of Intraset Gaming Software 5 runners up will each win their choice of one Intraset title.

Intraset's decision will be final on all matters.
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Draw dates 28/2/92 and 28/9/92

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CHARTS

This chart is compiled by Gallup Ltd.

FULL-PRICE

▲ NEW ENTRY ■ NO CHANGE ▲ GOING UP ▼ GOING DOWN

Pos	Title	Publisher	Comment	Review	Move	Last
1	Manchester United Europe	*Krisalis*	The game's top of the charts, the team are top of the league... blimey!	Not Reviewed	▲ Going up	8
2	Teenage Mutant Hero Turtles	*Mirrorsoft*	They eat pizza and live in the sewers. But enough about the *AA* staff...	AA65 76%	▼ Going down	1
3	Dizzy Collection	*Codemasters*	Everybody's favourite omlette ingredient makes a return to the charts.	Not Reviewed	▲ New entry	–
4	Rainbow Collection	*Ocean*	*Rainbow Islands, Bubble Bobble* and *New Zealand Story*. Three cute-em-ups.	Not Reviewed	▲ New entry	–
5	Hero Quest	*Gremlin Graphics*	Wander round a dungeon killing things. Haaaa, haaaa, look out you monsters. (MASTER GAME)	AA71 91%	▼ Going down	3
6	Big Box	*Beau Jolly*	And it's down four places to number six for *Big Box*. Now then, now then, boys and girls.	Not Reviewed	▼ Going down	2
7	Viz	*Virgin*	It's rude, it's lewd, it's crude, but, unlike taramasalata, it's definitely not food.	AA72 69%	▲ New entry	–
8	North and South	*Infogrames*	A French game about an American war. Jeux sans frontiers and all that. (MASTER GAME)	AA66 91%	▲ Going up	10
9	Power Up	*Ocean*	Brilliant compilation! (Just don't metion *Altered Beast*...) (RAVE!)	AA72 89%	▼ Going down	4
10	Switchblade	*Gremlin Graphics*	Run, jump, shoot, kill, explore collect... die. Yes, well it is quite tough. (MASTER GAME)	AA68 90%	▼ Going down	9

THE BUDGETS

Pos	Title	Publisher	Move	Last
1	N Zealand Story	*Hit Squad*	▲ New entry	–
2	Shinobi	*Mastertronic*	▲ New entry	–
3	Bubble Bobble	*Hit Squad*	▼ Going down	2
4	Panic Dizzy	*Codemasters*	▼ Going down	1
5	Magic Land Dizzy	*Codemasters*	▼ Going down	4
6	Dragon Ninja	*Hit Squad*	▼ Going down	5
7	Quattro Cartoon	*Codemasters*	▼ Going down	6
8	Double Dragon	*Mastertronic*	▼ Going down	3
9	Cabal	*Hit Squad*	▲ New entry	–
10	Cavemania	*Atlantis*	■ No change	10



● "OK snails, I know there's four of you and only one of me, but you lot wouldn't be top of the budget charts if it weren't for me, so no funny stuff." *Rainbow Islands* hits the top spot.

READERS' CHARTS

Yo readers, what's your favourite games? Send us a list of your five faves (say why you like them) and a photo of yourself, and your ugly mug could be glaring out from this space next month. Yep, we're prepared to make 35,158 other people suffer, just so that you can get a bit of fame. Are we great or what? Send your stuff to *Readers' Charts* at the usual address, and get ready to start signing those autographs.

ON THE GR

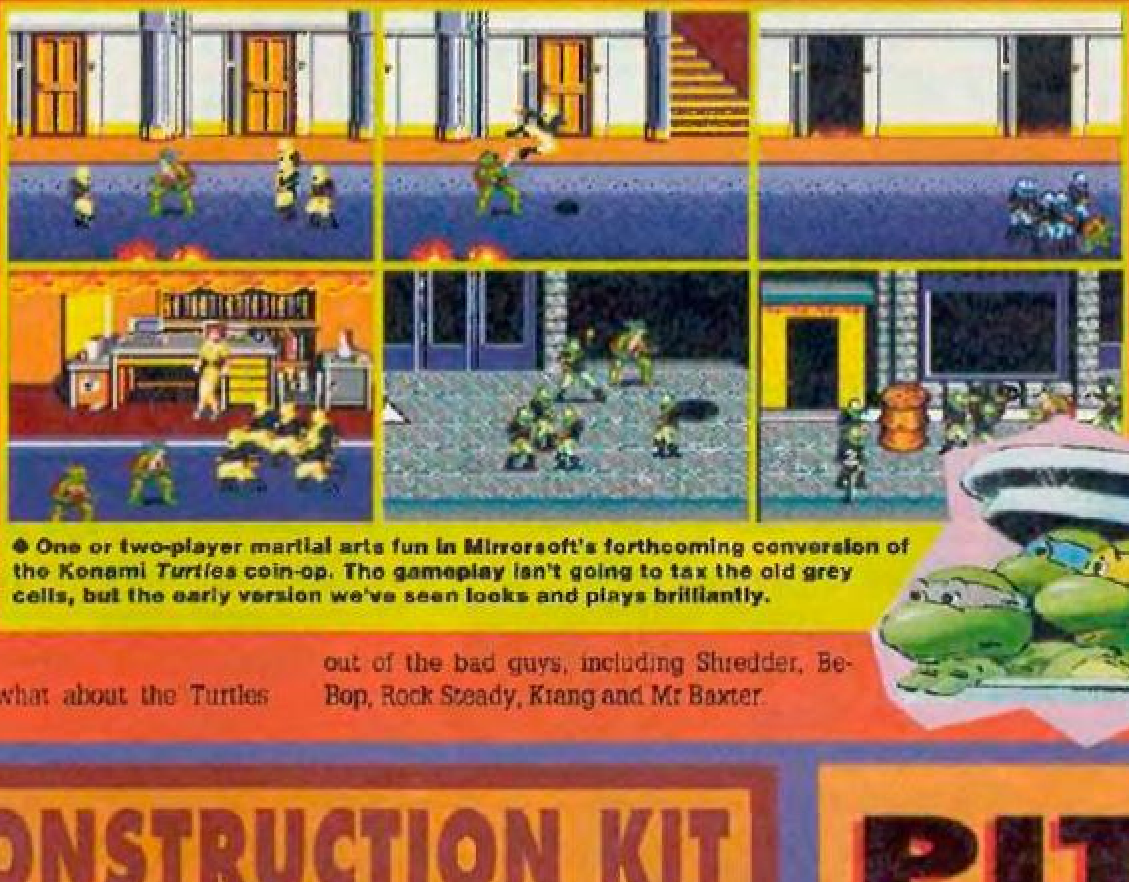
TURTLES – THE COIN-OP

What do you mean, we've already seen the Turtles... not *these* ones we haven't. Mirrorsoft is to produce a CPC version of the hit Konami coin-op in time for Christmas.

Mirrorsoft scored a no. 1 last Christmas with the first Turtles game, so can it do it again this year?

The opposition's going to be stiff, though. This year's cult bunch are the Simpsons – the Turtles were *last* year. Will the heroes in a half-shell win through, or will the custard-complexioned Bart Simpson reach the top of the charts? You, the readers, will decide...

In the meantime, what about the Turtles coin-op coversion? It's a pretty standard scrolling beat-em-up, but it is an excellent rendition of the arcade game. Never mind the plot, just pile in there and kick the living daylights out of the bad guys, including Shredder, Be-Bop, Rock Steady, Krang and Mr Baxter.



● One or two-player martial arts fun in Mirrorsoft's forthcoming conversion of the Konami *Turtles* coin-op. The gameplay isn't going to tax the old grey cells, but the early version we've seen looks and plays brilliantly.



While the game style is pretty straightforward, the fighting is not. The various bad guys each have their own set of fighting moves and specialities, while the Turtles can carry out all those favourite Turtle moves – flying kicks, standing kicks, slashes, uppercuts and more...

Turtles – the coin-op should be finished in a few short weeks.

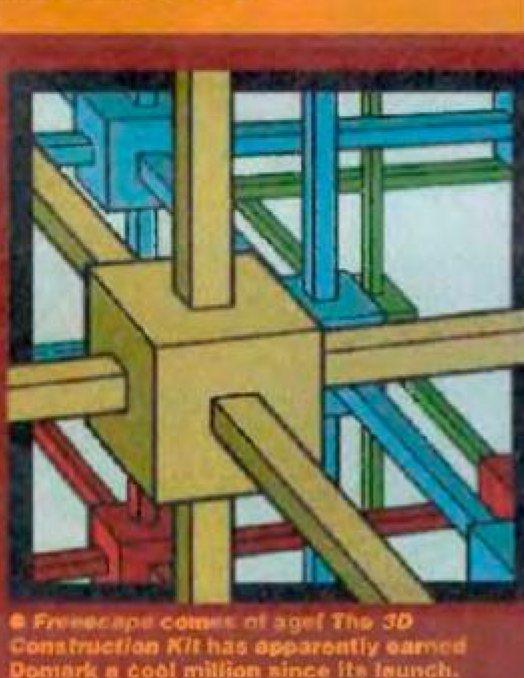
In the meantime, look out for a fully-playable demo on the covertape next month... oh, you *lucky* people!

3D CONSTRUCTION KIT SELLS A MILLION

We knew it was good, but we didn't know it was that good! Domark claims that since the program's launch in June, *3D Construction Kit* has raked in a million quid at retail.

The figure's been helped by sales on the contintent, where the program has already been translated into French, German and Italian. There are also rumours of a Russian version (*USSR Construction Kit*). [bad taste gag #4421b]

Incidentally, did you know there was a *3D Construction Kit User Club*? No, neither did we. It's being run by Mandy Rodriguez, and Domark has all the details. Call 081 780 2222.



● *Freescape* comes of age! The *3D Construction Kit* has apparently earned Domark a cool million since its launch.

PITFIG

"In the pit it's mean, it's tough and it's no place for wimps." Eek. So says the press release for Domark's new Tengen coin-op conversion.

Basically, you have to jump into a pit with three other psychotic nutters, and the last one left standing after the ensuing brawl is the winner. And there are no rules. (Bit like the Northern Line at 5:30pm then.)

You can play either a one or two-player game. There are still four players in the pit – the only difference is how many of them are human-controlled.

At the end of each match you get awarded a knockout bonus, a brutality bonus (charming!) and your share of the fight purse. You also get to fight grudge matches with your worst enemies...

On the techie side, there's all sorts of talk about real-time sprite scaling and pan and zoom effects. Sounds spiffy. Chuck in the 50 different combat moves reckoned to be in there, and you've got what should be a corking beat-em-up.

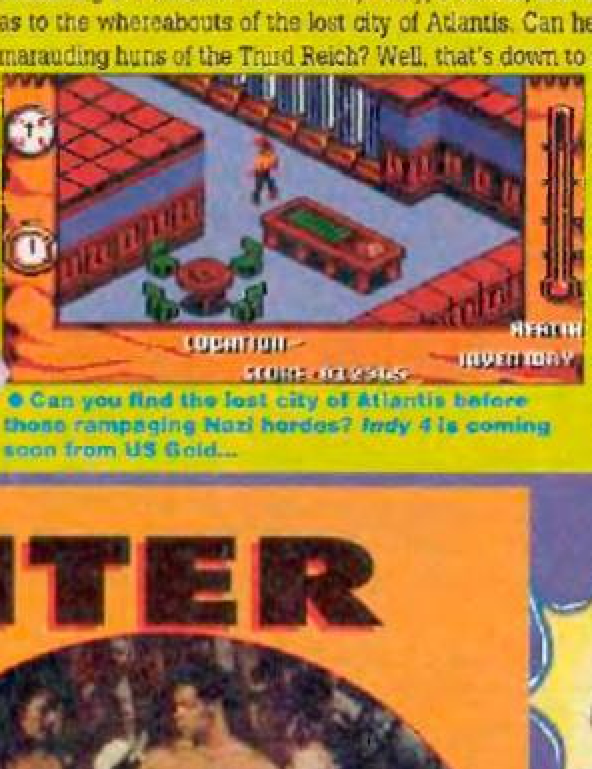
Look out for *Pitfighter* some time in November – just in time for your Chrimbo pressie list!

...APEVINE...

INDY 4 – THE FATE OF ATLANTIS

Or: *The Film that Never Was*. Well, there are no plans that we've heard of to produce one, anyway. US Gold's *Indy 4: The Fate of Atlantis* shares the same name as a comic book from Dark Horse comics, but even here the storyline isn't identical.

The plot sounds a bit like *Raiders of the Lost Ark*, but we won't worry too much about that. We will say instead that the game has five levels, each one consisting of a scene from the story. Indy, it seems, has discovered some clues as to the whereabouts of the lost city of Atlantis. Can he get there before the marauding huns of the Third Reich? Well, that's down to you, isn't it?



• Can you find the lost city of Atlantis before those rampaging Nazi hordes? *Indy 4* is coming soon from US Gold...

How long is it going to be before you can put on the hat and get that whip out of the attic again?

Well the game is being worked on by the programmers even as we speak. Watch this space...

YOUR MOVE, CREEP!

It's official – Ocean is producing the game of the third film in the Robocop saga. What's more, it's going to be on cartridge!

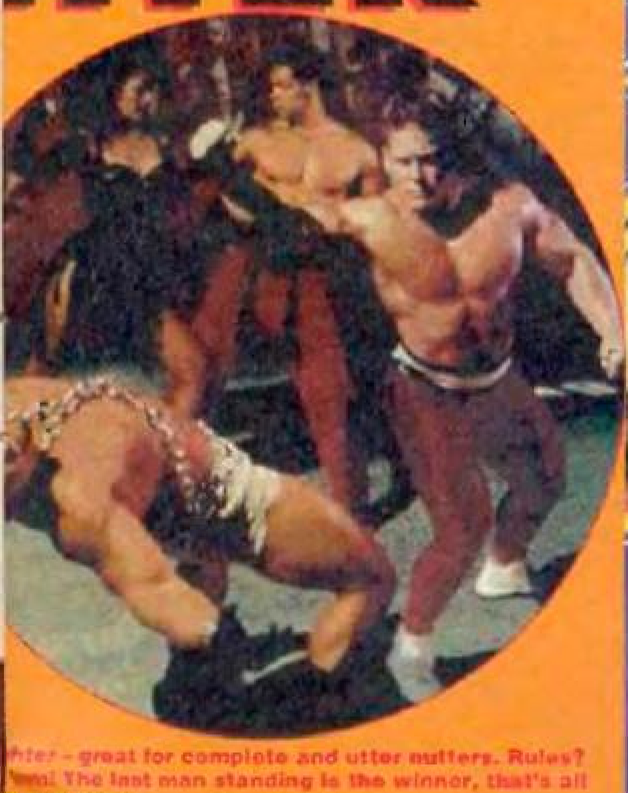


So what's the plot? Well, the movie moguls are playing their cards close to their chests right now, but inside sources suggest it involves robots (at least one), guns, shooting and some clanking noises now and again. Oh, and there's probably going to be some dialogue too, but we're not too sure about that bit.

And the game-of-the-film? It's being story-boarded right now, as we say in the industry. We'll bet you a pound to a penny it's a scrolling, platform shoot-em-up... *but we may be wrong.*

Frankly, the whole thing is shrouded in mystery, but we'll let you know the latest as soon as poss. Release date is early November...

...HTER



...hter – great for complete and utter nutters. Rules? ...! The last man standing is the winner, that's all ...d to know.



TOKI TAKES A BACK SEAT

With all this fuss over *Robocop 3*, development on the other Ocean console scorcher, *Toki*, has been suspended. Boo! Hiss!

We got our first look at *Toki* a few months back, and we've been dying to see a finished version. The game is a kind of platform puzzler revolving around the adventures of a giant ape. Rather funny and rather cute – but a bit weird too.

The cartridge version looks so much like the arcade version it's unbelievable. But it seems we're just going to have to wait...



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- 64K unit brings 464 up to CPC 6128 memory configuration making a much larger software base available. Will work straight off with many programs designed for this unit (including OCP Art Studio - see Ad.).
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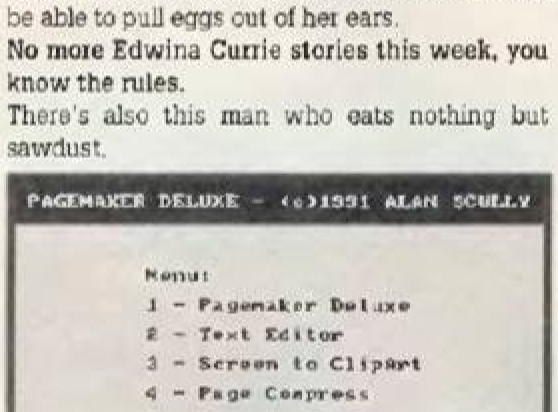
Pagemake

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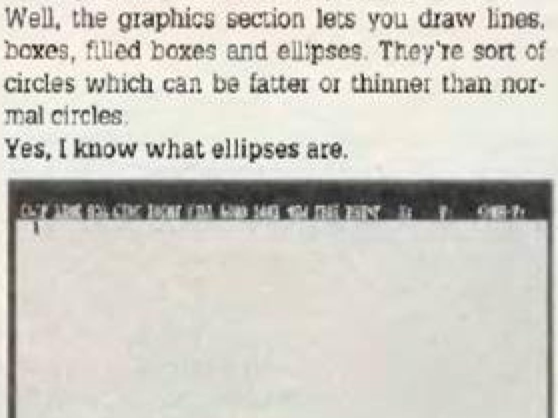
The price is outrageous. Proper desktop publishing for less cash than a Chesney Hawkes 12-inch?! It must be a load of rubbish, surely? (Just like CH) ADAM PETERS finds out...

The Scene: The editor's office of a popular daily newspaper. The editor is seated behind his desk, chomping away at the end of a cheap cigar. To his left sheepishly sits a bespectacled technical bod. Directly in front of the editor stand two grubby-shirted, bleary-eyed journos. The editor is the first to speak...

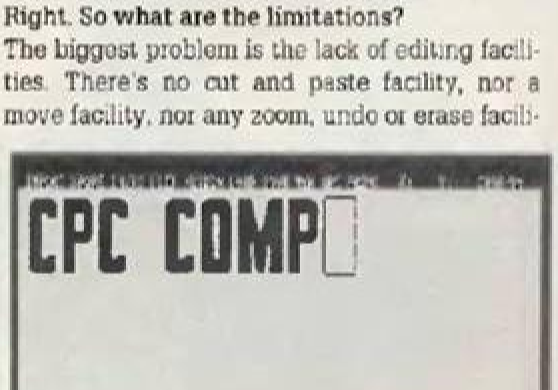
Editor: Right then, what have you got for me?
Adam: Well, there's this woman who claims to be able to pull eggs out of her ears.
No more Edwina Currie stories this week, you know the rules.
There's also this man who eats nothing but sawdust.
We've already got a story about a man who eats nothing but gravel. Anything else?
Ah, well there is this CPC desktop publishing program being sold for a fiver...
Sounds promising. Tell me more.
Right. Well, there's three different sections, each individually loaded from disk, with its own menu bar. The graphics bit, the text bit and the extras bit.
Hmm yes, and what are they all about then?
Well, the graphics section lets you draw lines, boxes, filled boxes and ellipses. They're sort of circles which can be fatter or thinner than normal circles.
Yes, I know what ellipses are.
It also allows you to fill areas in the upper half of the screen, plus all the usually saving, loading and cataloguing features. The text menu allows you to import ASCII files created on a word processor. There's an ASCII text editor included on the disk for people who haven't got a suitable word processing package. It also lets you enter single lines of text anywhere you like on the screen, enter large text, import or enter bold, inverse or underlined text, load different fonts, move the margins...
Yeah, what about this extras bit then?
Ah, the piece de resistance. It allows you to import clip art, export parts of the screen as clip art, invert or flip sections of the screen and construct headlines with the headline font supplied. Controls are standard DTP fare. Areas are selected and boxes drawn through clicking to place the top left corner and then the bottom right one. Text can be flowed around graphics, and the package includes a simple text editor, page compress and uncompress utilities, a program to convert sections of mode 1 or 2 screens into clip art, and an eight-page manual.
Right. So what are the limitations?
The biggest problem is the lack of editing facilities. There's no cut and paste facility, nor a move facility, nor any zoom, undo or erase facili-



• This is the main menu. From here you can select *Pagemaker Deluxe* or any of the utilities included. The page compressor allows you to archive five or six pages per side of a 3-inch disk, rather than the usual two.



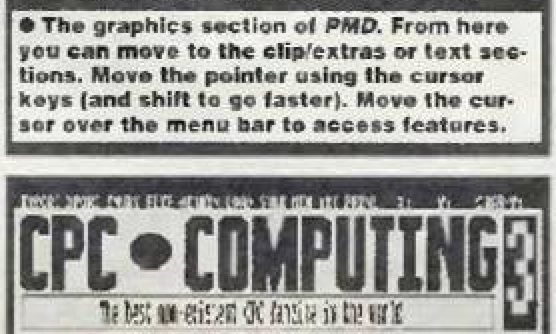
• The graphics section of *PMD*. From here you can move to the clip/extras or text sections. Move the pointer using the cursor keys (and shift to go faster). Move the cursor over the menu bar to access features.



• The clip/extras section. Constructing headlines with the headline font(s) included is a very time consuming process, but worth it for the quality of the end output. Let's make a magazine!



• And here's our finished masthead, with a box and a filled circle from the graphics menu. The number three has been written in as big text, and the invert option used to create a white on black box.



• *PMD* can import sections of mode 1 and 2 screens as clip art (using the Screen to Clip Art utility from the main menu). This means being able to include *Stop Press* clip art and *Advanced Art Studio* illustrations.



• And here we are using big text again, this time for a headline. If you make a mistake, you'll need to chuck a white box over it and start again. As with any serious application, regular saving is highly recommended.

er Deluxe

That little Scully-wag...

Are you 19 years old, one year into a computer science degree at Glasgow University and the driving force behind Scull PD library? If so, chances are your name is Alan Scully, you wrote *Pagemaker Deluxe* and someone's just asked you how it all started.



• Alan Scully and girlfriend Mario (moral support)

"The first version was just dealing with text. I needed something to produce a fanzine on, and I wanted something I could configure myself, so that if I needed a particular feature, I could write it in."

Pagemaker Deluxe includes a lot of new features, aside from just the introduction of drawing and clip art importing facilities. What other features would you like to include, and how often will you be updating the program?

"The program's being updated all the time. When anybody wants something done to it, I usually do it and it comes out in the next version. The next version will be out any day now, and will allow all Stop Press clip art, rather than just some of it, to be used. This means being able to utilise the hundreds of different piece of clip art available through PD libraries. I'm also hoping to include the facility to wrap text around graphics along both margins, rather than just the right one."

How powerful do you think you'll be able to make the program?

"I'd like to get it as good as or better than Stop Press (the top commercial DTP package for the CPC). I don't know whether I'll ever be able to get it that good, but I hope so. One of the problems is that it's mostly written in BASIC. Getting the program to the quality of a commercial product like Stop Press is my aim, but if that doesn't happen, well... if people are happy with it for the price, that's great."

The first version of the program, *Pagemaker Plus*, was public domain. Why did you decide to keep *Pagemaker Deluxe* out of the public domain?

"So that I could give it out free with subscriptions to the fanzine. I wanted an incentive for people to buy the magazine. Basically that was the idea at the time. And a pretty pathetic one too!"

Oh, go on then, plug the fanzine...

"Mainly it covers public domain stuff. There's reviews and lists of a lot of the available PD software. There's also a comms column, a guide to desktop publishing, a PD adventure column... a whole range of stuff."

Final question. What's your favourite group?

"Pop Will Eat Itself."

---

ties. The only way to clear up your mistakes is to place a box filled white over them. And when the text being imported reaches the bottom of the page, it stops and any text left to place is



• The text section. Here we see the big text feature in action. Type in the line, then stretch a box to the required size and add that subheading in the font of your choice. 20 are provided as standard.



• And here we are importing a bit of text. This can be a very troublesome process, but it is one of the areas being improved in the upgrades. The top 40% of the page is on screen. Finished! Well, sort of.

lost. People will need to carefully size text up on their word processor, and work out the area illustrations will fill carefully.

Hmm, what's the presentation like?

Not bad. Each page takes up five half-screens, which you can scroll between. The menu bar system works well, and the documentation, whilst thin, covers and explains everything well. Printout quality is pretty reasonable. *Pagemaker Deluxe* is really aimed at A5 pages, but A4 printouts are possible.

So what's this *PMD* up against then?

Well, *Stop Press* is the only big commercial package around in this area, and *PMD* lacks the power to compete with that – mind you, it lacks about 90% of the price as well! At the lower end of the market, *PMD* seems to have the edge on other packages at this sort of price, including PD and shareware packages like *Advanced Desktop Publisher* and *Tiny Desktop Publisher*. All in all, a reasonably confident 'yahoo!'

AA

GOOD NEWS

- Cheap but not nasty
- Good quality printouts
- Lots of upgrades

BAD NEWS

- Lacks sophistication of *Stop Press*
- Hit and miss approach required at times

Verdict 95%

STOP PRESS... Version 4 is here... STOP PRESS...

Mere seconds (well, hours) before this issue went to press, we received a phone call from Scullywag informing us that he had just finished writing version four of *Deluxe*. This new version includes the following additional features:

• All CPC/PCW *Stop Press* clip art can be imported onto the page.
• Sixteen different ways of importing text (rather than one).
• Option to have unjustified right margin.
• Text flows around graphics on both margins.
• Screen mode that automatically inverts text placed over a black background.
• Proportional text on/off.
• Justify with either letter spacing or word spacing.

The price remains the same.

Mastering m

Last month's article (the first in the series) looked at the fundamentals. This month we'll tackle some of the various addressing modes and a few of the more essential operation codes...

There are a few types of addressing modes in machine code – namely immediate mode addressing (or register loading as explained last month), symbolic addressing, direct addressing, indirect mode addressing and indexed addressing.

Direct addressing

Direct mode addressing is where the contents of registers can be stored in memory or the contents of a memory location can be loaded into a register. Remember that the memory addresses range from 0 to 65535.

Generally, the instructions take the following forms where rr denotes a double register, r is a single register and add is the address:

```
LD (add),rr
   store 16-bit register in address add
LD rr,(add)
   store contents of address add in 16-
   bit register
LD (add),r
   store 8-bit register in address add
LD r,(add)
   store contents of address add in 8-bit
   register
```

For example, to load BC with the contents of address 12345, we would use the instruction `LD BC,(12345)`. However, to load BC with the number 12345 we would type `LD BC,12345`. The brackets basically mean an address.

Indirect addressing

This type of addressing may seem quite wierd at first, but persevere and all will come clear (that rhymes, by the way). Basically, the contents of a 16-bit register are used to point to the address from which we can either store or read data. For example,

```
LD r,(rr)
   load r with contents of address pointed to by
   rr
LD (rr),r
   load address pointed to by rr with register r
```

There you go! It is as simple as that.

Messages galore!

Last month I set you a task – to write a program to write your name on the screen. Did you succeed? Anyway, Listing 1 is rather a useful program to print text to the screen.

The only new op-code here is the CP instruction. CP basically means compare and is used to compare an operand to the accumulator. In other words, an 8-bit number or an 8-bit register.

Another interesting point to note is the use of labels (namely LOOP). Labels are used to mark a specific address in memory. It saves us working the addresses out, especially when we decide to jump to them or store some data at that address. This is known as symbolic addressing. When the program is assembled, all references to the labels will be converted into actual memory addresses.

Jump to it!

In assembly there comes a time when you just have to jump to another area of memory. This is achieved by the operation code **JP** which means – surprise surprise – jump to an absolute address.

To jump to a reasonably local address (within &80 bytes of the jump instruction) the operation code **JR** can be used, which means jump by so many bytes to the address stated. The advantage of this instruction is that it is one byte shorter then the **JP** instruction. For an example of how to use this instruction, see the assembly code to print a message to the screen (Listing 1).

There is another operation code which is closely related to the jump instruction – **CALL**. **CALL** can be used to jump to a subroutine in memory, just the same way as you would in BASIC by the use of the GOSUB command. Control can be returned from the subroutine by the op-code **RET**, which works in the same way as the RETURN command in BASIC.

We've covered a lot of theory here, so now I think it is time for another bash at programming, this time with the added advantage of knowing many more useful assembly techniques... take a look at Listing 2.

Listing 2 is the result of the programming techniques which have been discussed thus far. Although it may look complicated, it is actually quite a simple program. Remember that the comments after the semi-colons are MAXAM comments and may be omitted without any effect to the program. The mathematically minded will love this program!

The Program Counter (PC)

The program counter, normally abbreviated to PC, is a 16-bit register which the computer uses to point to the next instruction to execute. The program counter is incremented after each instruction.

For example, if the PC had a value of &1000 then the computer will execute the instruction at that address and then increment the PC by the number of bytes of the instruction it has just executed.

Furthermore, when we make a jump to an address, all that is really happening is that the PC has the jump address loaded into it. Thus execution continues from the new address held in the program counter.

This may seem like tedious stuff but it helps to know how the computer operates, seeing as we are programming at machine level. Speaking of machine level, does anybody out there know how to fix a disk drive? My second drive has had it for some strange reason. Maybe the gremlins have been visiting me again. Either that, or it is one of the *AA* team's practical jokes. Anyhow, time to move onto the subject of flags...

Conditional Flags

Flags are little computer 'bits' which are set, i.e. equal 1, when a condition is true and are reset, i.e. equal 0, when a particular condition is false. For example, these flags can be set after arithmetic operations or comparisons etc. The explanations of the flags are below but I will also demonstrate their use in future programs. The flags are:

Carry Flag (C): Set if a carry occurs, normally after arithmetic operations such as additions or subtractions. It may also be set if a bit with the value of 1 is moved into the left most bit, i.e. the most significant bit, possibly by either a rotation or a shift.

Sign Flag (S): Very complicated flag, this! (only joking by the way). Set if a binary number is negative.

Zero Flag (Z): Set when a particular instruction results in zero, e.g. if a register equals zero or after a comparison (CP instruction) such as:

```
LD A,0
CP 0            ; does A equal zero?
JP Z,&1000      ; if a=0 then jump to
address &1000
```

Parity/Overflow Flag (P/V): A rather obscure one, this, and guaranteed to be very rarely used – but it is best to explain it. The flag is set when an overflow occurs (number too big) and if the number of set bits (the number of 1's) in a binary are odd. This is to make what is known as the parity, which in this case is even parity (making the number of 1's an even number). However, do not worry too much about this flag because you will probably never use it.

● **There are also two other flags called the half carry flag and the subtract flag, which are used by the computer so we need not concern ourselves with those two flags.**

achine code

Code & Chips

Got any machine code queries? Things you don't understand? It doesn't matter how stupid the question, how basic your knowledge, write to:

CODE & CHIPS
AMSTRAD ACTION
BEAUFORD COURT
30 MONMOUTH STREET
BATH
AVON BA1 2BW

Devpac users

The example programs used in this instalment and last month's are based on MAXAM, but apply in principle to all assemblers. Devpac does not use the ampersand (&) symbol, using hash (#) instead. That aside, the theory still applies.

We'll be using more Devpac examples in future instalments, though, on the assumption that our regular readers will have a copy of the program from the covertape with AA71.

Listing 1

```
        org 30000

        ; Program ONE
        ; String Output Program

        ld de,message              ; load register DE with address MESSAGE
.loop   ld a,(de)                  ; start loop
        cp 0                       ; does A=0?
        ret z                      ; if yes then end program
        call &bb5a                 ; print character held in A to screen
        inc de                     ; increase value held in DE by one
        jr loop                    ; jump back to symbolic address LOOP

.message defm "Amstrad Action",0   ; text here, end with byte 0
```

Listing 2: Screen diffusion program

```
org 30000

; Program TWO
; Screen Diffusion Program

        ld b,9           ; loop count
.loop   ld hl,&c000      ; start of screen
        ld a,l
        add a,b          ; add b to hl
        ld l,a
        call screen      ; call diffuse routine
        djnz loop        ; decrease b, jump to loop
        call &bc14       ; clear screen if b=0
        ret              ; end program

.screen ld a,r           ; Refresh A register, i.e. a random number
        and (hl)         ; AND a with contents of hl
        ld (hl),a        ; load a into address in hl
        inc hl
        ld a,h
        cp 0             ; has end of screen been reached?
        jr nz,screen     ; no, jump to screen
        ret              ; yes, return to point after CALL
```

FIRMWARE CALLS

I have received several requests to explain some more firmware routines. Some of the more useful routines are listed. These can be accessed with the standard CALL operation code as explained this month.

Firmware Address: &BB18
Firmware Name: KM WAIT KEY
Purpose: Waits for next key from the keyboard. No entry conditions.
Exit: A register contains the character and the carry flag is set.

Firmware Address: &BB5A
Firmware Name: TXT OUTPUT
Purpose: Outputs a character or control code to the screen.
Entry: A contains character.
Exit: All registers and flags preserved.

Firmware Address: &BB60
Firmware Name: TXT RD CHAR
Purpose: Reads a character from the screen. No entry conditions.
Exit: If character found, A holds character and carry flag is set. If no character found, A contains zero and carry is not set.

Firmware Address: &BB75
Firmware Name: TXT SET CURSOR
Purpose: Sets cursor position.
Entry: H contains column, L contains row.
Exit: AF and HL are corrupted, all other registers are preserved.

Firmware Address: &BB90
Firmware Name: TXT SET PEN
Purpose: Sets pen ink for writing characters to the screen.
Entry: A register
Exit: Af and HL are corrupted, all other registers are unaltered.

Firmware Address: &BB96
Firmware Name: TXT SET PAPER
Purpose: Sets background paper colour for screen.
Entry: A register
Exit: Af and HL are corrupted, all other registers are unaltered.

Firmware Address: &BC0E
Firmware name: SCR SET MODE
Purpose: Sets the screen mode, either mode 0, 1 or 2.
Entry: A register.
Exit: AF, HL, DE and BC all corrupt.

Forum

Got any technical queries? Are you stumped by your computer? *AA's* very own technical wizard ADAM WARING will attempt to sort it out for you. Or maybe you want to pass on some tip you've discovered to the rest of us? (Send us a good 'un and you could be in line for a £25 mail order voucher!) Write to: *Forum, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*

No protection

I was tying (in vain!) to load a protected BASIC program the other day but I was suddenly intrigued to write a machine code loader for it. Instead of a one off loader, why not do a program that will load any file? I set to work with *Devpac80*, my trusty assembler. Soon I had a lump of raw source code which I had turned into an RSX. An old *AA* covertape program converted to BASIC data statements. The code is position independent and under 50 bytes long.



A protected program can be loaded with the RSX by typing:

```
|LOAD,"filename"   on the 6128;

a$="filename"
|LOAD,@a$          on the 464.
```

Once the RSX has been installed with the BASIC program save it with:

```
SAVE "DEPRO",B,&A000,&31
```

You can load it with:

```
MEMORY &9FFF:LOAD "DEPRO",&A000:CALL &A000
```

Ross Younger,
Edinburgh

Thanks Ross. I'm sure everyone's made the mistake of protecting a program that they subsequently wanted to edit again, only to find that they didn't keep an unprotected version! One £25 voucher coming up!

Here's the Basic De-Protector program:

```
10 'BASIC Protected file De-Protector
20 'By Ross Younger
30 '** DANGER ** SAVE BEFORE RUNNING **
40 DATA 21,13,A0,01,09,A0,C3,D1,312
50 DATA BC,0E,A0,C3,17,A0,40,4F,27F
60 DATA 41,C4,00,FC,A6,09,A0,FE,44F
70 DATA 03,C0,DD,6E,00,DD,66,01,350
80 DATA 7E,47,23,7E,5F,23,7E,57,2BD
90 DATA EB,11,00,00,CD,77,BC,31,350
100 DATA 79,01,CD,83,BC,CD,7A,BC,400
110 DATA C9,00,00,00,00,00,00,00,0C9
120 CLS:PRINT"Initialising RSX..."
130 MEMORY &9FFF
140 n=8:a=&A000:L=10:WHILE L<90:GOSUB 150:WEND:GOTO 190
150 cs=0:FOR x=1 TO n:READ v$:v=VAL("&"+v$):POKE a,v
160 cs=cs+v:a=a+1:NEXT:READ c$:c=VAL("&"+c$)
170 IF c<>cs THEN PRINT"DATA ERROR IN LINE";L:END
180 L=L+10:RETURN
190 CLS:PRINT"|LOAD,"CHR$(34)"filename"CHR$(34)" installed."
200 CALL &A000:NEW
```

Out of control

I have an Amstrad CPC464 and a Tatung TP100 printer. I use *Mini Office II* and *Wordstyle*. My printer works brill with these two programs. Also I have an AMX mouse. I draw outstanding graphics but when I go to the Epson screen icon (printer icon) it does not print out – the paper moves slowly up in blocks instead. Could you please help me – I would be ever so thankful.

John Gorst
Liverpool

Control codes, John, that's your problem. Printing text documents is fairly straightforward, as all the computer needs to send to the printer (pretty much) is a set of ASCII characters.

Printing graphics is a different kettle of fish. Different printers use different control codes to achieve the same thing. (Control codes are characters that direct the printer to produce special effects, rather than print anything out. Effects like switching to bold or italic are fairly standard, but graphics modes can vary widely.)

The Epson standard of control codes is very well established, which is why the AMX package sends the codes in that format for graphic output. I'm not familiar with the ins and outs of your printer, but your best bet is to check with the printer's manual to see if it's capable of emulating the Epson control set (this is often done by setting the DIP switches on the back of the printer).

If any readers have successfully got their Amstrad to work with this type of printer, I'm sure that John would love to hear your words of wisdom through these pages!

And another thing...

1. I have used my *Mini Office II* and my Panasonic KXP 1180 printer together since Christmas now and it's been fine, but just how do you get printouts without line spacing? I've looked in the 'print options' menu, but next to 'line spacing' it says 'no', so I am completely baffled. Also I know it's not the printer because it works fine from BASIC.

2. I am trying to make a sort of word processor program. How do you get the computer to take your typing without it responding with 'Syntax error' or the input command 'Redo from start'?

3. Just what is machine code?

4. I have a 464. With my expansion memory pack can I type in the 6128-only *Type-Ins*?

5. I've noticed that in games like *Lost Caves* there seems to be lots of blocks of graphics just repeated all over the screen. Just how do you do this?

6. Do you think the Multiface II is any good? Can you copy all the tape programs?



● Adam Ross is having trouble printing from *Mini Office 2*. Can anyone out there help?

7. I read in AA70's *Forum* that there can be problems using a Multiface II and disk drive together. Does this mean that one would not work with my memory expansion, mouse interface and disk drive interface?

8. Where can you get a two-way adaptor for the expansion port?

9. Can you get one for the joystick port? If so, would I be able to use my mouse and joystick without having to unplug and plug them in?

10. Is there any way you can change some lines around on a tape *Cheat Mode* program so that it would work on disk and vice versa?

Adam Ross
Thaxted, Essex

PS Please can you print my letter this time?
PPS Please can I have the £25 voucher as I'm sure a lot of people want to know the answers to my questions.

Blimey! I thought you said you had a few questions...!

1. We've 'lost' our copy of Mini Office II so I was unable to test it out. Sounds a very strange state of affairs, though. Can anyone shed any light on the matter?

2. The INKEY$ command is probably your best bet. This accepts a single character input from the keyboard. Here's a tiny example to get you going:

```
10 CLS:b$=""
100 IF INKEY$<>"" then 100
110 a$=INKEY$:IF a$="" then 110
120 PRINT a$;:b$=b$+a$
130 GOTO 100
```

Start typing and your text is magically mirrored to the screen! Break out of the program and type PRINT b$ and everything you've typed is repeated. Actually, you'd have to do a lot of work to turn this into a proper word processor, I look forward to seeing the results!

3. Machine code is a set of numeric instructions that the central processor, at the heart of your machine, understands. It's very complicated, though, which is why languages like BASIC are used. For real speed, demanded by games and the like, only machine code will do. If you'd like to learn machine code, then you should follow the Mastering Machine Code series that started last issue.

4. The usual reason that some Type-Ins only work on a 6128 is because the program uses commands not available on the 464, rather than a memory problem. In most instances, then, a memory expansion won't help you to use these programs. You can obtain an upgrade ROM, available from many of our mail order advertisers, to give you the extra instructions.

5. Lost Caves, now there's a classic... Yes, the levels are created from several 'blocks' of graphics. Virtually all games work in this way. The graphics are created with an art package or specially designed graphics editor and stored somewhere in the computer's memory. The level data usually consists of a set of numbers that reference these graphics, so in Lost Caves a blank space could be represented by zero, mud by one, a rock by two and so on. the part of the game that draws up the screen will look at these numbers and print the correct graphic. This technique enables large playing areas to be created with a relatively small amount of memory.

6. I think the Multiface II is very good. No it can't copy all tape programs onto disk; multiloads, particularly, present a problem because not all the game is in memory at once. It'll shift a fair proportion of progs, though. A word of warning: you must only transfer games that you own. Copying other people's in this way is piracy and it's illegal.

7. The problem lies with the length of the cable that the disk drive will work comfortably with. If it gets too long, then it's liable to misread data from the disk drive. Adding a Multiface between the CPC and disk drive interface usually makes this distance too great. A two-way expansion adapter solves this problem.

8. Try the mail order advertisers in the mag to get hold of one.

9. No one has produced a two-way joystick adaptor especially for the Amstrad market, but Atari ST users suffer from the same plugging probs that you do. Due to some appalling design, the ST's joystick/mouse port is positioned on the underside of the keyboard. Consequently, several third party manufacturers came up with widgets to switch between the joystick and mouse without the need for unplugging. I see no reason why these shouldn't work for you as well. Have a quick browse through ST Format next time you're in Smiths!

10. Maybe, maybe not. It all depends on the nature of the cheat – if it's designed to get round some complex fast loader then the chances are zero. If it's a simple loader then the hopes a slightly higher. One problem is that the code may be different for the tape and disk versions of a game. In this case, a poke is unlikely to work.

PS. Oh, all right then, just this once.

PPS. No! The voucher is for people solving problems or providing tips. And frankly you've been nothing but trouble!

Out with it

I bought a Star LC10 printer last week and it's the best! So far I've been experimenting with it and have just started doing screen dumps on it. But there were a few screens on it I couldn't print, i.e. *Robocop* and *Chase HQ*. This made me very unhappy. But then I thought to myself: "I've got a Multiface which means I can hack into anything!" So I started fiddling around and finding 101 ways to crash my computer, but eventually came up with this tip.

I can now print any screen I want, yes, any screen at all. I have a CPC464 plus DD1 which means you may have to modify it a bit if you have a different model to mine. Just follow these instructions:

- Load a program on disk or tape with the screen dump you want.
- Once the computer has drawn the screen, press the red button.
- Select 'SAVE' and save the code as a program onto another disk calling it "ABC".
- Reset the computer.
- Now try and change the graphics to what they were when the screen was loading. Ie MODE, INK, PAPER, PEN etc...
- Type CLS.
- Press the red button again.
- Save the code as a program onto the same disc as ABC calling it "DEF".
- Erase files: ABC.BIN, ABC1.BIN, ABC2.BIN, ABC3.BIN and DEF4.BIN.
- Rename the file ABC4.BIN to DEF4.BIN.

Running DEF.BIN will load the screen and you will return to BASIC.

Simon Browne
Sutton Coldfield

Most screens should save normally with the Multiface's screen saving facilities, but this should help sort out the rest.



● Simon Browne has found out how to print out any screen you want, using Romantic Robot's Multiface.

On the button

Presently I am making a stimulative toy for mentally handicapped children as a Technology project for my GCSEs. I would like the toy to be a set of buttons attached to the joystick socket of my CPC6128, together with a program to respond to the pressing of the buttons to produce patterns and sounds on the computer.

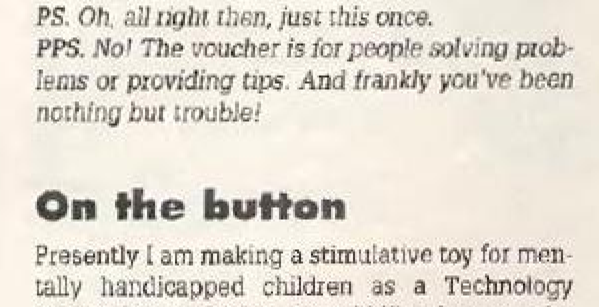
My problem is I need to know how joysticks work. Are they simply a set of switches triggered by the various movements? Or do they involve comparing voltages or something complicated? I have taken my own joysticks apart and there are some frightening resistors lurking about which I can't make head nor tail of. I would be grateful if you could explain how joysticks work.

Eddie Oliver
Dunstable, Beds

Joysticks are straightforward devices based on a set of simple switches. The box of horrors you refer to is most likely the autofire circuitry that's found in many joysticks.

The joystick port is actually wired to take two joysticks, which allow you 12 switches in total. Check out the diagram for details. Wire one set of switches between the six inputs and COM1. This is read as joystick 0 (use the JOY(0) command to read the port). The second set is wired between the inputs and COM2. Read this as joystick 1.

It sounds like a very worthwhile project, Ed. Here's hoping you get an 'A+'!



● The Amstrad's joystick port pin-outs, especially for Eddie Oliver of Dunstable, Beds. Good luck with the project.

Debaser

I have just got the September issue of *AA* and think that it is fantastic, with three games and two databases on the covertape! I like the odd game but don't want *AA* to become a games mag, so I was delighted at seeing the databases.

The fun soon ended, though, when I loaded the databases. I transferred them onto disk straight away, and loaded *Rambase II*. It was brilliant until I wanted to print. I set up my

Need a lead

Last year I read your articles on the new Plus machines and GX4000 consoles. Having considered buying an Amiga for its superior graphics, I was happy to learn of 16-bit quality graphics on the new 8-bit console. You also said I could use it on my CTM644 monitor (article 'Ten things you wanted to know...').

YOU ARE WRONG!!! I rushed out, bought my console and tried to connect it to my monitor. Oh dear. The lead from the monitor is a 6-pin plug. The GX4000 needs an 8-pin one. Even a sledge hammer wouldn't get it in!

If I am doing something wrong, please help! I have had to buy a colour TV because of this, and can't afford any games!

Alun Williams
Coventry

PS Ask Alex is great!
PPS Can I get a good PD DTP program?
PPPS Will *Adlan* work with *Mini Office II*?

Sorry about that! When the information was first printed, that was the information we had. It didn't become apparent until later that the leads wouldn't fit.

Anyway, the only problem with using your old monitor is that you loose the sound – the new Plus monitors have the speakers built in. But you can plug the sound output into your stereo (or whatever) to get the full benefit of those super sonics.

Here, then, is a list of the pins you'll need to wire together to convert the 8-pin output from the console to the 6-pins that the monitor requires. You will need to get hold of a 6-pin DIN socket, an 8-pin DIN plug, and some cable with six strands of wire in it.

If the thought of a hot soldering iron fills you with horror, then ask you local TV repair shop to make one up for you:



● Our information was wrong! The GX4000 will not plug directly into a CPC monitor. You'll have to make up a lead first...

PIN No.	GX4000	CTM644
1	Sync	Red
2	Green	Green
3	Lum	Blue
4	Red	Sync
5	Blue	Ground
6	L Sound	Lum
7	R Sound	—
8	Ground	—

Sorry 'bout the telly. At least you'll be able to watch Neighbours in your room without disturbing the rest of your family.

On to your 'PS's. We like Alex too. DTP on the cheap, eh? Why not turn to page 22 to find out! I don't see any reason why you shouldn't use Mini Office II – Adlan requires an ASCII file, and Mini Office is quite capable of producing one.

trusty Star LC10 colour printer, but the database kept replying "Printer is not on line" when it was. It did this on both databases, so I wondered if any other readers had the same problem? Well, did you?

If you did then don't worry! I have come up with a few lines that gets rid of that awful message, and prints it like it should. Here goes!

● Datafile

Once loaded, break into *Datafile* by pressing ESC twice. Then type:

```
DELETE 2050 [ENTER]
DELETE 2250 [ENTER]
RENUM [ENTER]
```

Then SAVE the updated version and RUN it.

● Rambase II

Do the same as for *Datafile*, but alter the line numbers to 3160, 3640 and 5630.

I hope that this routine helps other readers as well as me. Oh, another thing, *AA*, please make the *Budget Bonanza* section full colour.

Stewart Eversham
Doncaster

Worked fine with our printer, Stewart. I think what's happened is this: The method used by the databases to check whether the printer's on-line works – but only on some models of printer. The lines can be altered to the following if you still want the message to appear when the printer is missing: Change the:

```
IF INP(&F500)<>30
```

to read:

```
IF INP(&F500) AND &40
```

The programs should now work with all printers.

Designer colours

I would be very grateful if someone out there could tell me if it is possible to print out from *Micro Design* in colour.

I have tried everything I know. I have also been in touch with Siren Software who say it is not possible.

I know there are some very clever people out there, so if there is someone, would they please tell me.

I own a 464, 6128 and Star LC10 colour printer.

B Hopkinson
Halifax, W. Yorks

There aren't may programs that will support a colour printer. You need a special printer driver for that.

Datel Electronics produces a utility that loads in screens and prints them out on the Star LC10. As long as you can save the image you want to print as a screen, then you should be able to use it for producing colour dumps of your masterpieces.

The colour printer driver costs £19.95 and is available from: ***Datel Electronics, Govan Road, Fenton Industrial Estate, Stoke-on-Trent, ST4 2RS. Tel 0782 744324.***

Bad connections

In AA70 you stated that any printer with a Centronics interface will work with a CPC. Please help! We have a Tandy DMP107 which will only function if the Centronics connector to the computer is inserted at an angle of 30 degrees!

We have tried taping the pins 31-35 and 14-17 in various combinations to no avail. The lead has been changed, the computer works with other printers and the printer has been checked by Tandy and works from their machines. Our local dealer had no idea what the problem could be, but advised against using the connector at an angle.

We look forward to your answer. By the way, is it safe to use it as described?

Veronica and Rob Watkins
Caerleon, Gwent

It's not the printer. It's not the lead. It's the computer that's at fault! I reckon that you've got a dodgy printer port. The edge connecter that pokes out the back can get a bit tarnished if you continuously plug and unplug things into the back.

Clean it with an alcohol-based solution (in much the same way as you'd clean the tape head of your cassette recorder!). Dip a cotton bud into the solution and rub it firmly across the exposed parts of the edge connector (with the computer switched off, of course!)

Allow time for the alcohol to evaporate and try again. Hopefully you'll have cleared away the gunge that was preventing the proper electrical connection.

I wouldn't recommend using the computer with cables poking out the back at odd angles, but if that's all that works then you don't have much choice! Make sure that the connection is as firm as possible, because a bad connection could damage your hardware. **AA**

Ask Alex...

Scared of writing to Adam Waring in Forum? Worried that your question's just too basic or stupid? Write to me instead! I know what it's like to be blinded by science, so I believe in explaining things as simply as clearly as possible...



• Alex van Damm is here to help you with all your beginners' queries.

If you've got a really basic question you want answering, drop me a line. The address to write to is:

ASK ALEX, AMSTRAD ACTION, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW.

Anyway, autumn's almost here again, and the colder weather seems to have driven even more of you back to your CPC keyboards, the postbag's positively bulging. So let's ditch the small-talk and get answers to some of those puzzlers...

Books on CP/M?

Andrew Parson of Kingsbridge in Devon writes "I've had my Amstrad CPC6128 for almost two years now and I think I'm a pretty good programmer..." – nothing like blowing your own trumpet, Andy! – "...I'm proficient with both BASIC and machine code but the thing I don't know very much about is CP/M. I've seen quite a lot of letters in your section from people wondering how to get the most out of CP/M and I'm the same. My Dad says that CP/M is the reason the Amstrad sold so well at first but if that's true, I can't see why! I never use it for anything. Please, please tell me what it is, what I can do with it and whether there are any books that will explain the thing to me."

You're right Andrew, I have had a lot of letters asking about CP/M. Thing is, you can get by perfectly well without it and that's just what a lot of CPCers do. But I'm jumping ahead a little.

I don't want to go into a lengthy explanation of CP/M because I've done that several times already in previous columns, but basically, CP/M is a replacement operating system for the CPC. Computers can't immediately understand the instructions given by humans when they're trying to tell their computers what to do. What's needed is software which translates your typed instructions into commands the machine understands. And that's the task of the operating system. The OS also controls screen output, the I/O ports and all the other 'house-keeping' duties which are necessary to the running of any computer.

CP/M or 'Control Program for Micros' was developed in the '70s in an attempt to provide a standard operating system for 8-bit Z80-based microcomputers so that users of different machines could swap software and so on. It was widely used on early business microcomputers and Amstrad's bundling of CP/M with the CPC meant that a huge amount of powerful business software, replacement programming languages and the like were instantly available to the machine.

Of course, if all you want to do is a bit of BASIC programming and games playing then CP/M is entirely superfluous (look it up...), but if it's professional-quality software you're after, CP/M opens the door.

And that's all I'm going to say on the subject otherwise there won't be any room for other letters.

Back issues of *AA* offer more information, or go to a local book store and get a copy of *Mastering CP/M* by Alan R. Miller, published by Sybex, ISBN 0 89588 068 7.

Fed up with STs...

"I'm absolutely fed up with people at my school saying that their STs, Amigas and so on are better than my CPC664!..." laments Ian Naylor of Essex. "...they're always going on about what games are available and what kind of hardware they can buy. I must admit though that I was pretty sick when I went to my friend's house to see his ST and he had a digitiser running on it. He could load pictures out of magazines into his ST and then change the colours etc. using a painting program. So what I want to know is, can I do this on my 664? Are there any digitisers available and if so, how much are they? I don't have much money, but I don't want to be outdone by an ST owner!"

Don't don't worry, because there is a digitiser available for our favourite machine that costs very little – at least there is if you're handy with a soldering iron!

The digitiser in question works on the principle that any picture can be broken down into a series of light and dark picture elements or 'pixels', which, using digital representation, can be read and reconstructed inside the computer. All that's needed is a scanning device to pass over the picture in order to read the pixels – just like commercial digitiser/scanners.

But unlike those expensive ST digitisers, this one won't cost you a penny – except for the price of the components – and they're cheap enough! Details of the digitiser including precise instructions of how to build it are to be found in a book called 'Easy Add-on Projects for Amstrad CPC464, 664, 6128 and MSX Computers'. As well as the digitiser, the book includes simple circuits for a lap counter, a light controller – even a fully-featured weathr station! The author's name is Owen Bishop and the book is published by Bernard Babani, ISBN 0 85934 145 3. You should be able to find it in any good book store for a very reasonable £2.95. Have fun!

Where can I get CP/M?

R B King writes from Cornwall complaining that he's "...lost the CP/M disk which was supplied with the machine." Mr King wants to know "...where can I obtain a replacement and what would be the cost?"

Firstly, Mr King, the computer is still perfectly usable without the CP/M disk and you can continue to play games, load in serious software and save your own BASIC programs and data. Obviously, if a program specifically requires CP/M, then of course you'll need the OS disk.

You can get a replacement by calling Amstrad on 0277 228888, although how much it will cost you is anyone's guess – it'd be easier to land a CPC on Mars than to get information from the maker of the best 8-bits on the planet.

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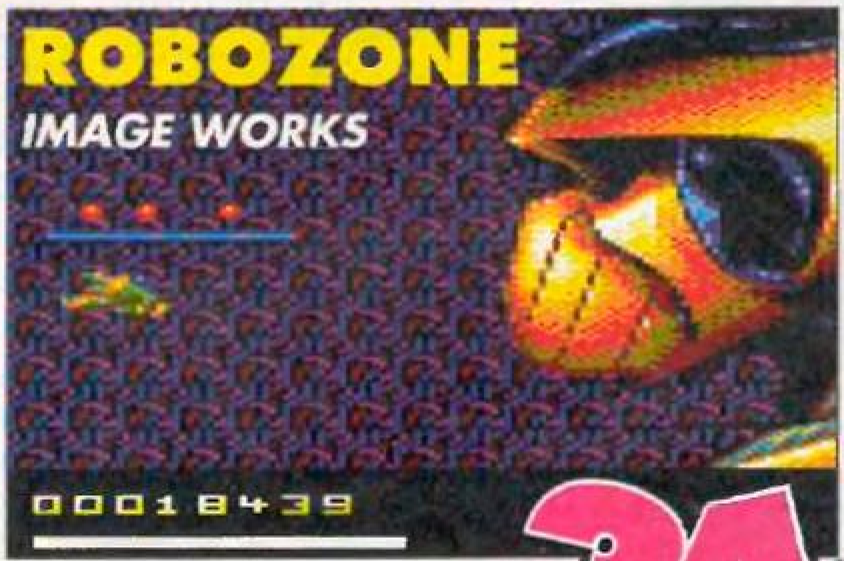
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ACTION TEST

Two compilations and an Ocean cart game this month... but it's Robozone that steals the show

ROBOZONE
IMAGE WORKS



● A 'responsible' shoot-em-up? Not only is the philosophy sound, the game itself is pretty sound too...

34

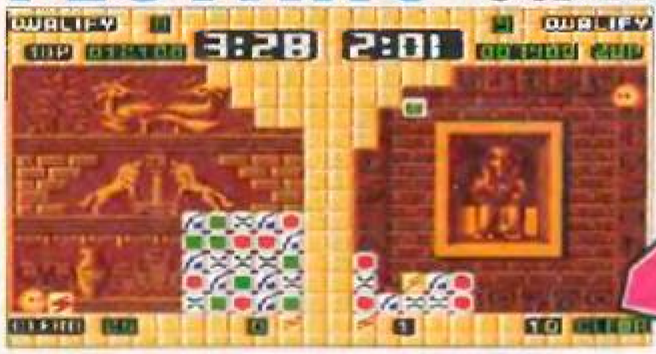
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36

PLOTTING
OCEAN



● Another Ocean cart game sneaks in. It looks terrific, but how does it play? Is it one puzzler too many from the Manchester bunch?

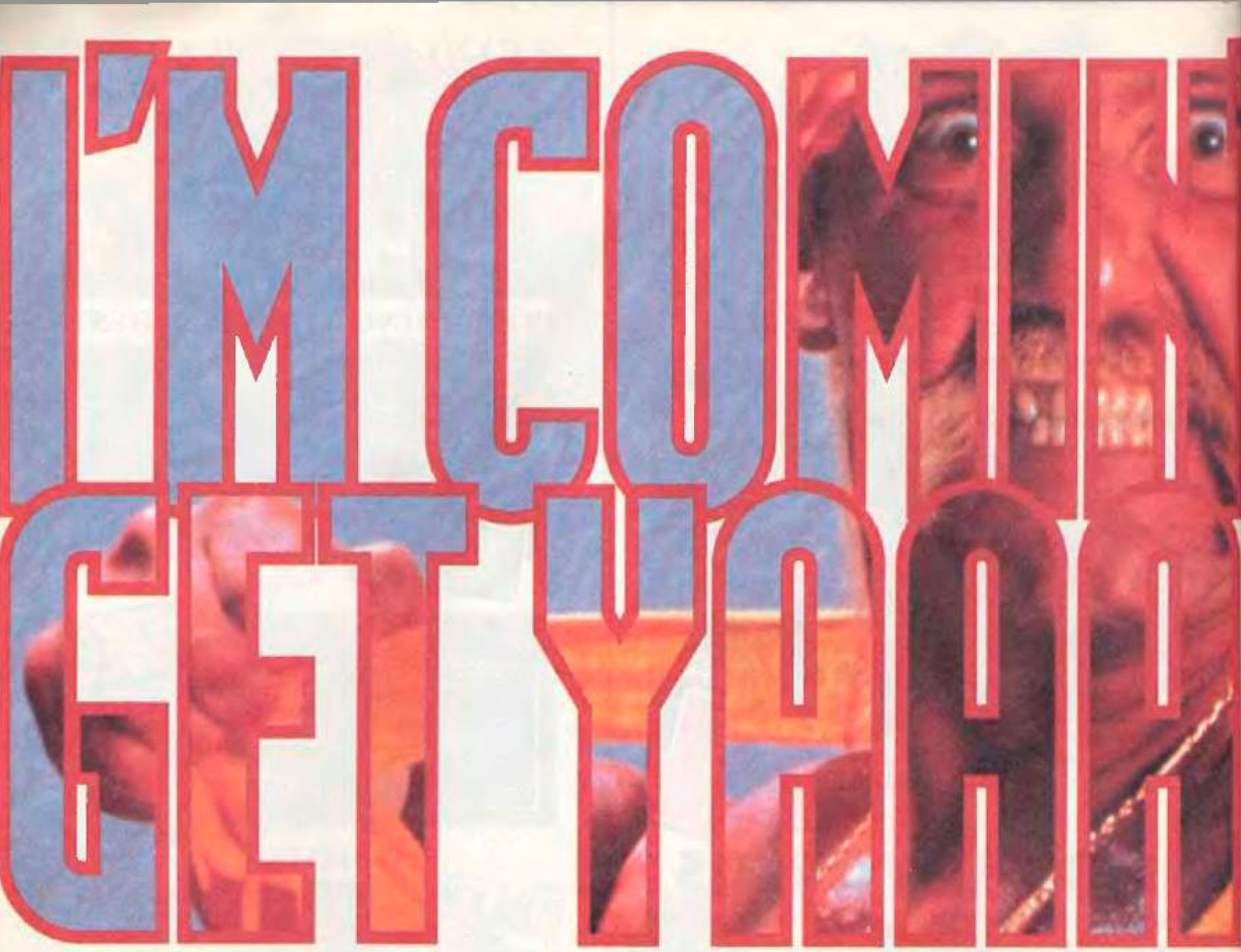
48

GRANDSTAND
DOMARK



● Football, tennis, golf and motor racing – enough for any armchair sportsperson to get their teeth into. But do they all go the distance...?

50



MERCS

US GOLD ■ £11.99 cass, £16.99 disk

Mercs is short for mercenaries, in much the same way that perps is short for perpetrators, vics is short for victims, and Paul Daniels is just plain short. *Mercs* is also the name of a popular coin-op shoot-em-up which, strangely enough, this game is a conversion of.

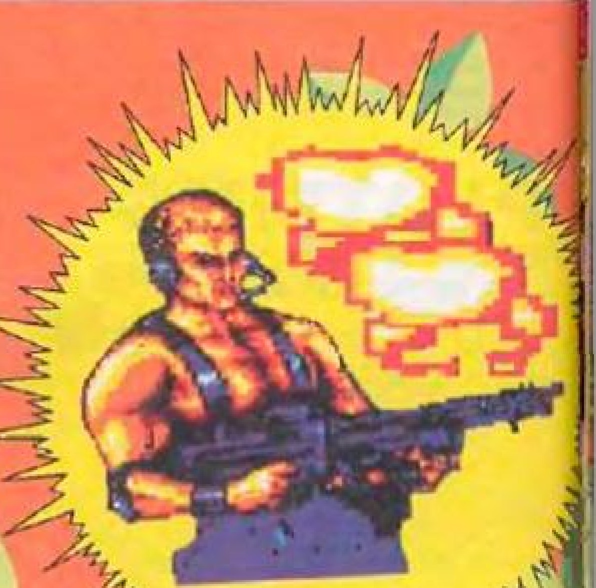
It's an *Ikari Warriors* style vertically scrolling thingummy, with eight levels packed to the roof-rack with baddies. Most of these are enemy soldiers, but there's also a variety of big, bad end-of-level guardians, including a couple of planes, a tank, a boat, a helicopter, a missile launcher, a train and a ballet-dancing elephant.



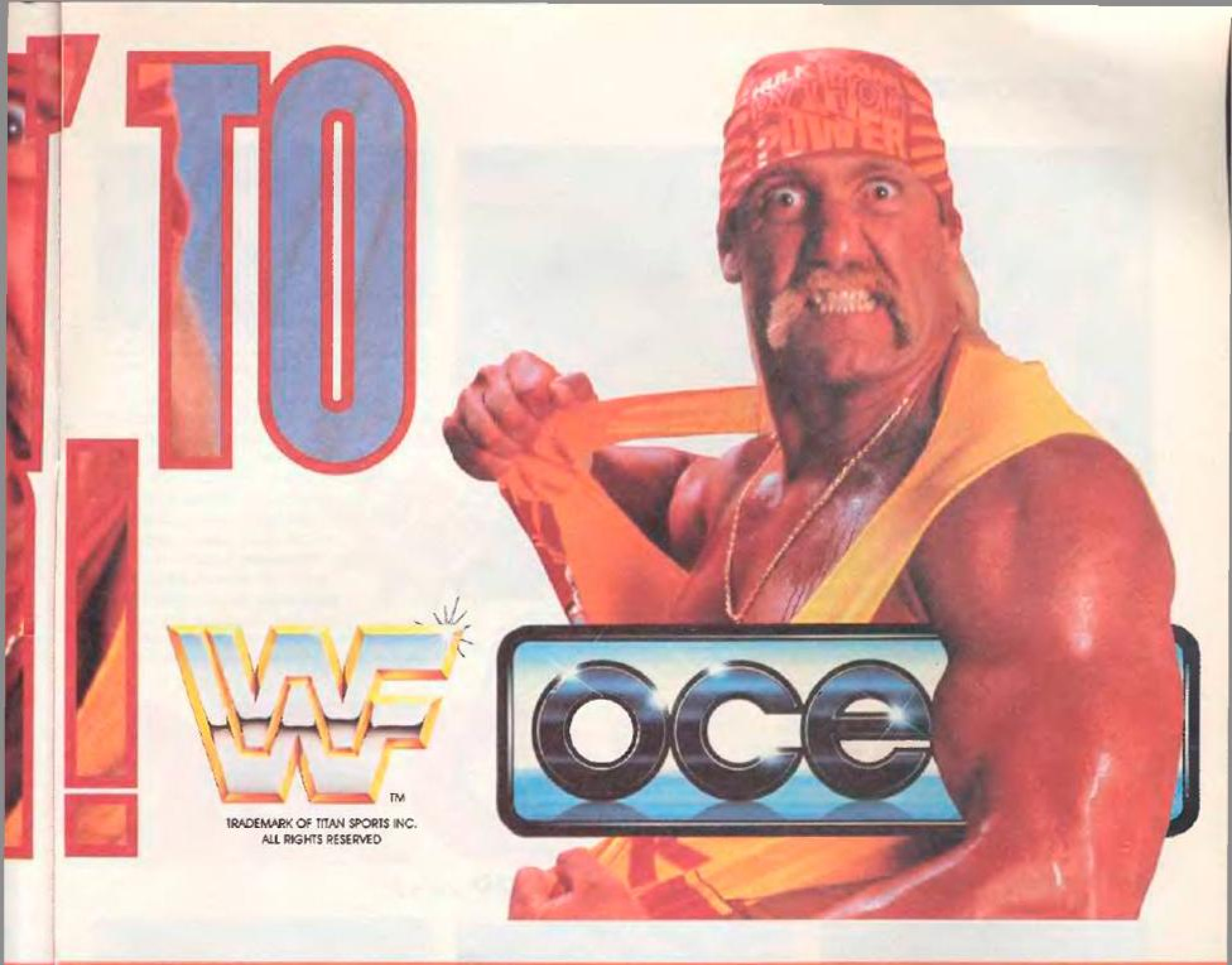
■ The heat, the sweat, the blood, the toil, it's all got too much. You've started shooting at seagulls now.

What's happened is this, dudes: the US President has been kidnapped whilst on a big game hunt in Africa (tsch, George Bush and his silly hobbies eh?). For reasons best known to themselves, the US government have decided that instead of sending an army of 250,000 like they usually do, they're just going to send you instead. Or if you can find a mate, and don't mind sharing your five credits, they'll send both of you. Blimey, that's very nearly a task force!

The game begins on the beach. Start running north, firing wildly in all directions and doing a Tarzan scream. You'll have to move sideways a bit on your travels, but mainly north is direction you want to head. Level one is fairly short, and the end-of-level baddie (a plane) is the hardest end-of-level dude you'll be meeting till level six.



You start off with a standard assault rifle and three smart bombs. Use the latter when the number of shooting baddies on screen exceeds a manageable amount (hold down Fire). The red bar at the side of the screen shows your energy. When this disappears completely you're dead.



unless you've still got some credits left, in which case an invisible herbalist will sprinkle you with bay leaves and you'll be alive again.

Fortunately, some clumsy crane operator has dropped lots of crates all over the place. Some of these contain energy-replacing food like hamburgers and roast chickens. (Being a vegetarian I made sure my little man steered well clear of these, and consequently never made it past level five.) The other crates contain weapons, some of which (the spreadfire gun, in particular) are pretty good, others of which (the flame-thrower) are pretty naff. Shoot the crate twice to find out what it's in it, then run over what's revealed if you want it.



● This plane is all that stands between you and level two. It would be so much easier if it didn't insist on shooting at you.

Level two is set on some dirt track, level three on the deck of a battleship, and level four in some sort of lake. The end-of-level baddies (a tank, helicopter and boat) are as soft as that toilet paper with a dog in the adverts. Walk right up to them and hold down Fire, and pretty soon they'll just blow up. There's no guardian on level five, and the remaining three guardians are all pretty tough. Or so some carnivore tells me.

But what about the gameplay? What about it indeed. Yeah, the graphics are well done, the totally inappropriate and irritating in-game music is nice, but the gameplay? This is the sort of game that relies more on practice than skill. It's just a matter of running, shooting and trying to avoid the bullets.

This feels so much like so many other Capcom games. Anyone should make level four on their first go, and complete the game eventually, given a little patience. *Mercs* is probably only really of interest to fans of mindless shoot-em-ups.

Adam

SECOND OPINION

"Visually, Mercs is an excellent coin-op conversion. It's colourful, smooth and detailed, and there's loads going on. The trouble is, there's no real gameplay."

Rod Lawton

FIRST DAY TARGET SCORE

Get to level six!

MERCS VERDICT

GRAPHICS............ 86%
Nice and colourful, and true to the coin-op original.

SONICS................ 75%
Massacre those swine to the sound of a Casio toy piano.

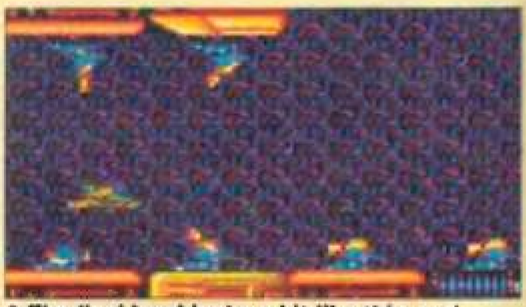
GRAB FACTOR....... 82%
It's easy to progress through early levels...

STAYING POWER... 74%
...it gets tougher, but still feels completable.

RATING 76%
What it does it does well. 'Innovative' is not a word that springs to mind, though.



● And this, ladies and gentlemen, boys and girls, is the cause of all ou



● The final level looks a bit like this, and frankly our presence doesn't seem at all appreciated. Bet they start firing soon.

asking questions afterwards...

The world has been overrun by pollution, and the rich and famous have naffed off to live in big boats, while they wait for the people left behind to die off (a lower population means less pollution). Giant robots called Wolverines have been built to patrol the cities and keep everything intact for the Chosen Few's



● Ha, we've got the thing that fires bits of bracelet. They won't dare hassle us now. Or maybe that's a little optimistic...

Level one, previewed on last month's cover tape, is set in the New York subway system. Your character is green and grey, and looks like the result of an illicit liaison between Robocop and a Ninja Turtle. This level is a standard sideways scrolling shoot 'em up, where you'll be up against those insect-like robots, and a few untrusting humans. The latter have this uncanny tendency to turn into fireballs. Must be the pollution that does it.

You've got three lives (credits) and lose one every time Roboturtle's energy bar drops to zero. You lose energy every time you get hit by a fireball, walk into a baddie, or some of the

ONE



● Aarghh! These dudes are dead hard to bump off. There's never a space bazooka around when you want one, is there?

acid rain dropping from the roof falls on you. In fact, the only friendly things in the whole darned subway, are the cigar tubes lying on the floor. Well, they look like cigar tubes anyway, and they either replenish lost energy or increase your firepower.

You jump up and down holes to move between platforms, and you'd be well advised to map it all out as you go along. Whilst it isn't



● Ooer, it's the level one guardian, and he's dead shy. In fact, a whole team of papparazzi spent a week outside his flat to get this pic.

SAVING THE PLANET

Well, poor old Roboturtle's certainly got his work cut out here, hasn't he? Want to spare him all this grief. You can start doing your bit to help him out right now, by remembering these golden rules:

● ***Don't drop litter in the street,*** as it will pile up and harm the environment. Chuck it in a bin instead, and the council will pile it up for you.

● ***Always take bottles to the bottle bank*** (drink what's in them first if you like). Oh yeah, except for milk bottles. Leave those out for the milkman. And hot water bottles. Leave them in gran's bed.

● ***Collect empty drink cans,*** and send them to Blue Peter. They can probably make some jewellery or something out of them.

● ***Don't use aerosol deodorants*** that damage the ozone layer. Walk around smelling instead.

● ***Don't build any power stations,*** or factories, in your garden. Especially not in an area of outstanding natural beauty, like the cabbage patch.

● ***Don't start any nuclear wars,*** by invading another country or something silly like that. Sort out any differences by playing chess or something.

Do all these things, get your mates to do them too, and all of this scrolling shoot-em-up nonsense need never happen.

as mazey as the next level, time, like everything else in *Robozone*, isn't on your side. Even if you can survive with energy intact, you've still got to find and despatch the end of level guardian before the pollution bar reaches the top of the scale. And that ain't gonna be easy, 'cos he's as shy as that boy in your class with the long fringe, and pretty darned resilient too.

SECOND OPINION

"The graphics are excellent. The plot? Yes, well, we won't worry too much about that... I wasn't that thrilled with the playability, though. You can't avoid taking hits, all you can do is try to keep them to a minimum. Not quite enough immediacy and instant danger for me."

Rod Lawton

Once you do despatch him and progress to the next level, you'll realise one of the great strengths of *Robozone* is the variety of the gameplay. Instead of a horizontally scrolling platform scenario, you're now faced with a downwards scrolling 3D maze. Once again it's full of nasties, this time spider-like thingies and *Space Invaders* escapees.

> **"Graphics throughout are superb. The big, colourful sprites and complex animation in level one set this game apart right from the start."**

Whilst the mapping of the first level isn't absolutely vital to its completion, any allergy to pen and paper could make level two as difficult as the most difficult thing in Captain Difficult's big bag of difficulty. It's not that it's really all that big, but most of the pick-up objects hide behind rocks and things, so you can only see them when approaching from one direction. Pick up new weapons as you go along. Grenades are crap, but the Tri-Way is ace, blowing away the nasty spidery things with a single shot. Find a communications circuit and then some renegade scientist called Tank, and you progress to level three, an *R-Type* style scroller with an extra nasty baddie at the end.

Graphics throughout are superb. The big, colourful sprites and complex animation in level one set this game apart right from the start. The 3D scrolling in level two is very smooth, though the scaling-up of objects looks a tad odd, and the final section is as graphically detailed as any of its conceptual peers. There's a weird tune on the title screen, but in-game sound is limited to firing and explosions, though these are quite well done.

More addictive than methadone, cooler than a well-chilled Sol, and hotter than a chilli bean tostada. Not at all bad.

Adam

FIRST DAY TARGET SCORE

Do in the shy bloke

ROBOZONE

VERDICT

GRAPHICS............ 91%
Smooth scrolling and detailed sprites. The explosions are superb.

SONICS................ 78%
Nothing spectacular but then nothing to complain about.

GRAB FACTOR....... 88%
The opening level gets you going straight away.

STAYING POWER... 83%
Enough variety to keep you up way past bedtime.

RATING 86%

A ridiculous plot is quickly forgotten amidst the great graphics and gripping gameplay.

DRILLER



● Aim that laser, and let the gun turret have it. Mitral's defences are pretty lethal.

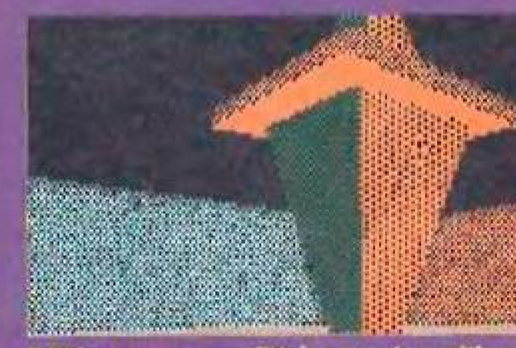
A moon called Mitral is the setting for the original *Freescape* romp. Explosive pockets of gas under the moon's surface are the reason for your presence there. That and an impending collision with a meteor.

And of course, if the meteor and gas should meet, then the result isn't really going to win any awards for helping the environment. Lashings of death and destruction are what must be prevented in this volatile little game which *AA* rated as 'a work of genius' way back in 1986.

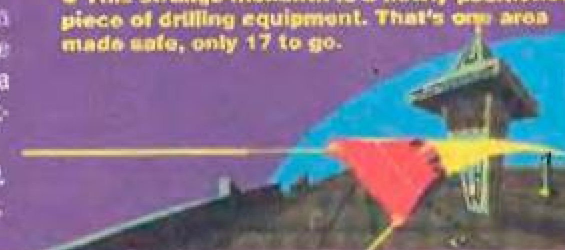
Since telling the meteor to kindly change its collision course with Mitral is out of the question, the only viable solution is to sink mines into 18 gas pockets, thus preventing planetary disaster...

Driller mixes puzzling, exploration and a race against time to great effect. The simple 3D Freescape graphics are ideally suited to a sci-fi setting, and the whole thing looks suitably space-like.

It's arguable whether the puzzle element fits comfortably in the space-age plot, but *Driller* has gained enough fans over the years to suggest otherwise. Five years on, and *Driller* still impresses.



● This strange monolith is a newly positioned piece of drilling equipment. That's one area made safe, only 17 to go.



TOTAL ECLIPSE



● Your adventure begins here, the moon slowly sliding in front of the sun. It's time to enter the pyramid...



● So many exits to choose from. The door on the right is blocked, so it stands to reason that something interesting will be waiting behind it.

Time for a trip out to the land of the Sphinx and oceans of sand, with a mission to lift an ancient Egyptian curse. The gist of the curse is that if sunlight should fail to hit the Sun God's pyramid, then the moon will explode, sending a shower of meteorites crashing down on the Earth. And there's just two hours before a total eclipse...



Doesn't this sound suspiciously similar to the plot of *Driller*? No need to worry, though. Once into the game things look and feel quite different, with cramped rooms, steps and walkways giving the pyramid a claustrophobic effect. Indeed, the Egyptian theme is maintained quite nicely throughout the game, the *Freescape* system once again working quite admirably. There aren't too many games which use the legends of ancient Egypt as a backdrop to the action, so *Total Eclipse* still feels quite fresh and original, even though it's actually three years old. It could give many new games a round for their money.

It must be said, though, that while *Total Eclipse* is never boring, it just doesn't have quite the same pull as *Driller* – and it's a bit lacking in original ideas, despite the unusual plot. As a game by itself, *Total Eclipse* is great fun. But put with the other *Freescape* games in the *Virtual Worlds* collection, it just doesn't stand out enough.

VIRT

DOMARK ■ £14.99

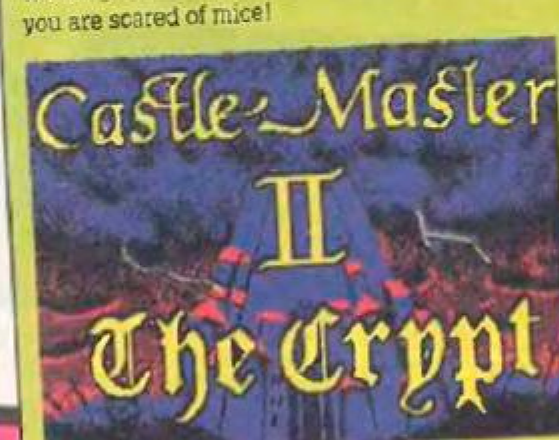
Was it really five years ago that Incentive launched *Driller*,

RAVE!

The

The Crypt (*Castle Master II*) follows neatly on from *Castle Master*. The only problem with this is that it really is a case of more of the same. A game with an entirely new plot and setting would have given better value for money...

The story begins in a locked room. To one side you see a coffin, to the other a chest. Which one to open first? This level of spookiness continues through the whole game, making it a delight for those who yearned for something more when they'd finished *Castle Master*. A word of warning, though. *The Crypt* is not one to play if you are scared of mice!



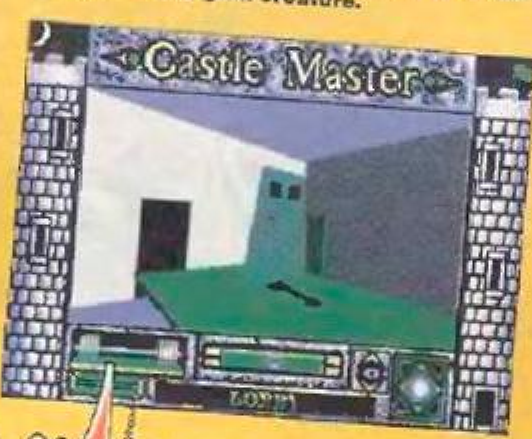
Castle Master

You wouldn't expect a fantasy setting to work with *Freescape*, but *Castle Master* is a riveting game which uses the central location of a mysterious castle to great effect.

There are loads of little passages, nooks and crannies to discover, and the whole thing feels genuinely spooky.

After deciding whether you want to play the part of a prince rescuing his beloved princess from the castle, or vice versa, it's straight into a tale of ghostly goings-on. The improved *Freescape* system works a treat, giving a real feeling of loneliness one minute, then causing you to panic when you turn a corner and bump into a ghost the next. The ability to look down into holes, and up into chimneys and the like make the most of *Freescape* too. The best game in the package.

● A ghost at the table, and guess who's for dinner! Time to throw a well aimed rock, and dispose of this grim creature.



● Well, at least there aren't any ghosts in the chapel. Time to take a breather, and hope for a little help from above.



...TUAL WORLDS

Compilation

...99 cass, £19.99 disk

...the first of its famed and acclaimed *Freescape* series? My, how time flies when you're exploring virtual worlds. Now Domark's compilation brings four *Freescape* classics together – are you ready to enter a new dimension...?

...e Crypt

● Eeek! A ghostly mouse. You'd expect something a bit bigger to be in that coffin.



● There's some pretty strange places to visit in The Crypt. I wonder what's through that passageway in the far corner?



The continuity from *Castle Master* is carried over both in the main game theme, and in the use of the same icons and screen layout. It's easy to forget that you aren't actually playing *Castle Master*, it looks and feels so similar.

Lumped in with the other games in this compilation, *The Crypt* is a bit of a let-down really. If you've never tried *Castle Master* before, then you may feel a trifle miffed at the inclusion of what is basically an extension of the same game.

It's not so much four games as three and a half. Still, for *Freescape* fans (and let's face it, who else is going to buy this compilation?) it's a must.

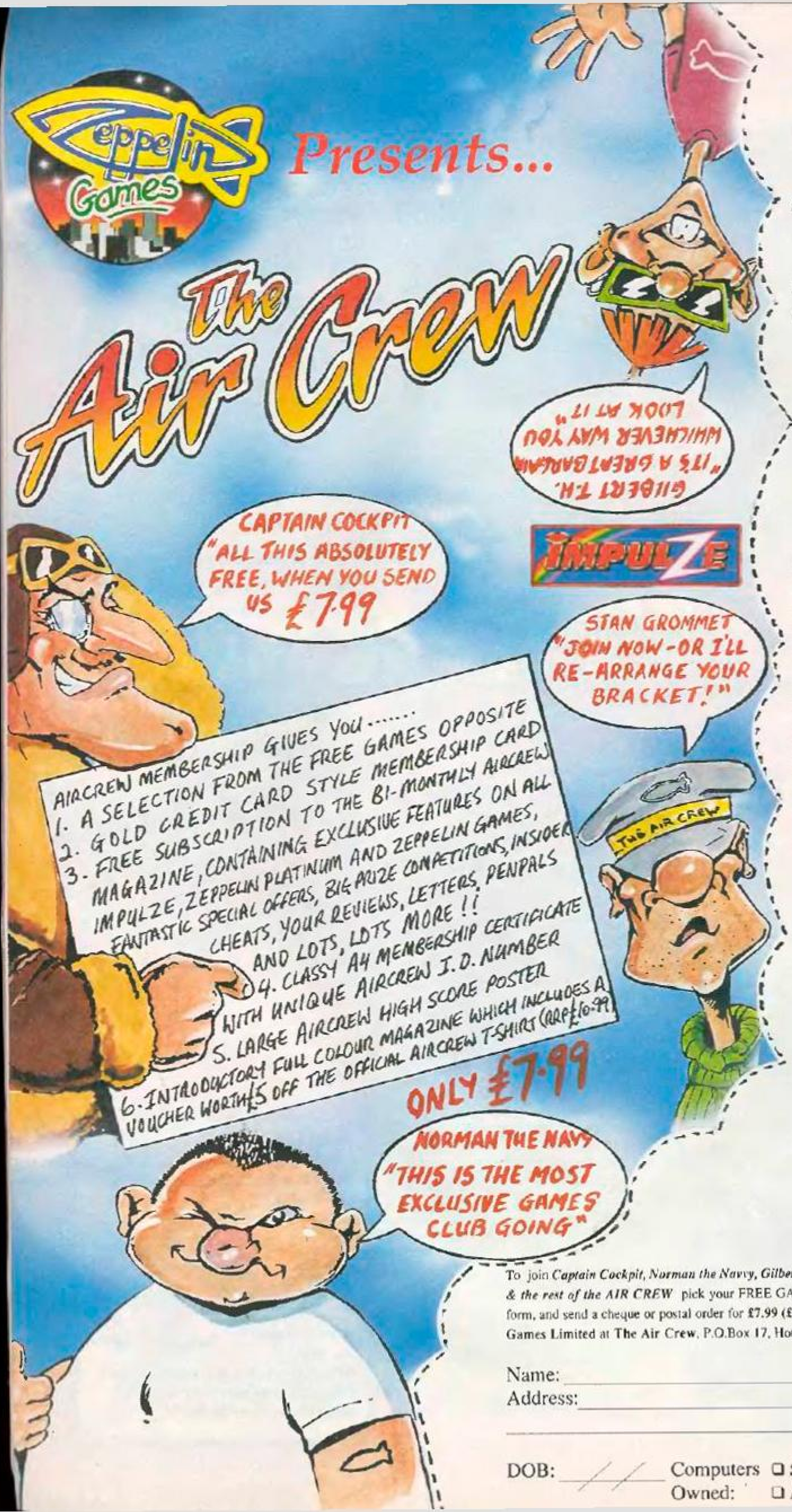
SECOND OPINION

Things have moved on a bit since the Freescape system was invented, and today's games players look for a bit more sophistication and excitement. Still good, but no longer great.
Rod Lawton

DRILLER	85%
TOTAL ECLIPSE	72%
CASTLE MASTER	88%
THE CRYPT	82%

Verdict 87%

Three classics and one sequel, *Virtual Worlds* is a *Freescape* fan's delight. If you've never sampled any before, then go for it!



Select from the list below any *TWO* Spectrum, Amstrad, Commodore 64 or Atari XL/XE games or *ONE* Amiga or ST game - when you join the AIR CREW.

	SPECTRUM	AMSTRAD	COMMODORE 64	ATARI XL/XE	AMIGA	ATARI ST
Championship Run					❑	❑
3D Grand Prix	❑					
American Football	❑					
Arcade Fruit Machine	❑	❑	❑	❑		
Arcade Trivia	❑	❑	❑			
Ball Blasta			❑			
Bionic Ninja	❑	❑	❑			
Blinky's Scary School	❑		❑	❑	❑	❑
Death Chase	❑					
Draconus	❑		❑	❑		
F1 Tornado	❑	❑				
Fantastic Soccer			❑	❑		
Full Throttle 2	❑					
Full Throttle	❑					
Jasper	❑					
Jocky Wilson's Darts	❑	❑	❑	❑	❑	❑
Kick Box Vigilante	❑		❑			
Las Vegas Casino	❑	❑	❑	❑		
Mazie		❑				
Mirax Force				❑		
Mountain Bike Racer	❑		❑	❑		
Ninja Commando	❑	❑	❑	❑		
Para Academy	❑	❑	❑			
Para Assault Course	❑	❑	❑			
Phantom				❑		
Pro Go Kart Simulator	❑					
Psi-Droid			❑			
Rally Simulator	❑	❑	❑			
Sidewinder				❑		
Spaghetti Western	❑	❑	❑			
Speed Ace				❑		
Turbo Skate Fighter	❑					
World Soccer	❑	❑	❑	❑	❑	❑
Zybex	❑		❑	❑		

To join *Captain Cockpit, Norman the Navvy, Gilbert Terracotta-Hatchbatch , Stan Grommet & the rest of the AIR CREW* pick your FREE GAMES by ticking the boxes, complete this form, and send a cheque or postal order for £7.99 (£8.99 overseas) made payable to Zeppelin Games Limited at The Air Crew, P.O.Box 17, Houghton-le-Spring Durham DH4 6JW.

Name: ______________________

Address: ______________________

______________________ Postcode: __________

DOB: __/__/__ Computers Owned: ❑ Spect ❑ Amst ❑ C64 ❑ XL/XE ❑ Amig ❑ ST ❑ PC ❑ Console

BUDGET BONANZA

FORGOTTEN WORLDS
Kixx • £3.99

You know when you're floating round in space, like, with a high-velocity napalm cannon, two laser bombs and a pocket full of nuclear missiles, like, you know, wasting all these lizard warriors and bi-vector plutonic gunships, yeah? You know what I mean?

Well don't you just hate it, don't you just haaa-aaate it, when a whole mob of lizard warriors suddenly appears behind you and starts knocking great lumps out of you with their solar blasters? It's a real bummer isn't it?



● Outside the shop. You never get this sort of commotion at Sainsbury's. Well, maybe on Saturdays.

See the sights

There's four cities to visit in *Forgotten Worlds*, but it'll be a long time before you get to see them all...

Don't worry about the gun turrets and the missiles homing in on you, we'll give you a blaster gun. These natives tend to drop their purses when you kill 'em, so collect their cash, you'll need it when you visit the supermarket in the city centre. It's pretty good there, they don't just sell frozen chickens and stuff. You can get missiles, bombs, cannons, armour...all sorts really. Even a newspaper that tells you how to kill the end of level guardian, which is pretty useful. (The *Bath Evening Chronicle* only tells you what chemists are open late.)

Oh yeah, nearly forgot, the universe is expecting you to single-handedly save it from the God of Destruction while you're there. Enjoy the trip.

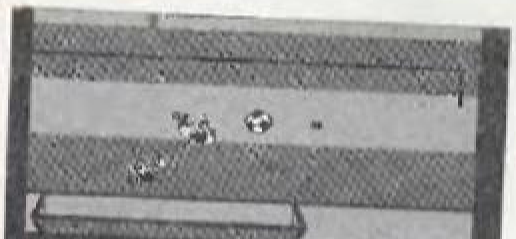
89% VERDICT

Brilliant graphics and lethally addictive. Don't just sit there – buy it!

GARY LINEKER'S HOT-SHOT
Kixx • £3.99

Mick Channon, ex-England footballer, top soccer pundit, and possibly the only person in Britain unable to pronounce the name 'Lineker'; what's your verdict on this game as you see it?

"*Well Brian, viewing the action from overhead, I have to say that, while there's not a lot of detail and we don't see much of the pitch, everything's certainly very bright and clear.*"



● Well, it looks like the keeper will be hard pushed to stop that one. *"Yes Brian, he certainly struck that with the force of an over-zealous elephant."*

The run-around

What about the style of play being used? Some people would say it's fairly simplistic.

"*I'd have to agree with them there Brian. There's very little playing the ball around. Individuals are holding on to the ball well, fending off the tackles.*"

How would you say this game compares to some of the others we've witnessed?

"*Well Brian, I don't feel this game has the same sort of depth or reliance on subtle play as we often expect. It's definitely been highly enjoyable, though, and a lot faster than people at home might be used to. The crowd have helped add to the atmosphere with their roars of approval at totally inappropriate moments. At the end of the day, it's 11.59pm.*"

72% VERDICT

Not the best of footie games, but definitely one of the fastest.

CABAL
Hit Squad ■ £3.99

Live dangerously, as Friedrich Wilhelm Nietzsche said in 1900 before he fell off a cliff. Well *gefährlich leben*, actually, because he was German. It's certainly advice which our hero (let's call him Thomas) seems to have taken to heart in this *Operation Wolf* style shoot-em-up.

Not for old Tommy any of this hiding behind crates or lying in trenches nonsense. No way Josephine, old Tom is harder than a concrete caravan, and presumably also a few chimps short of a tea party. He insists on standing out in the open, with only a pistol and a few grenades for company, facing more troops, tanks, helicopters and oncoming bullets than you could shake a tree at.

Why? Whatever could drive a man to such foolish feats of bravado? Has someone killed his brother? Kidnapped his kids? Spilt his pint? Er... no. Apparently somebody asked him if he'd mind being dropped in enemy territory, while everyone else popped off to the Bahamas for a holiday. "No problem," said Thomas. What a berk, eh? *Cabal* sets no place at its table for either Mr Plot or Mr Tactics.



● Line up those sights, look out for those bullets... it's too late now to worry that you might have left the gas on.

Firing squad

What you're faced with is sixteen screens of simple shooting gallery action that is *frantic*, not just with a capital 'f' but with a capital everything. You move left and right along the bottom of the screen, holding down Fire to move your gun sights and mow down the enemy – collect the weapons they absent-mindedly throw at you to increase your artillery.

Crisp, if rather infantile, graphics and standard *bang-bang* sounds frame a game that, whilst lacking in depth, is certainly good to keep handy for a few minutes' mindless blasting every now and then. It's unlikely to keep you up all night, though, the way that indigestion can.

62% VERDICT

Enjoyable and hectic, if rather shallow and samey, shoot-em-up.

MULTIMIXX 1 Kixx • £4.99

Concept compilations seem to be all the rage in budgetland at the moment, what with the Codemasters *Quattro* packs and now this *Multimixx* series from Kixx. The Kikkies are asking a quid more than the Codies for one game less, though, so what have they got to offer?

Well, the 'concept' as far as *Multimixx 1* is concerned is the sport of millionaire playboys and showbiz celebs. Yep, *golf*, and a package that bears an uncanny resemblance to 1988 compilation *Leaderboard Par 3* minus course maps, scorecards and two-thirds of the price.

Fans of the world of bunker and green, who don't already own these games, are well advised to hare off down the shops without reading any further. Use the £10 you've saved, through waiting three years, to buy some of those stupid striped trousers.

But what about the rest of us, who don't know our wedges from our hedges or our putters from our shutters. What *Multimixx 1* offers the average games player is three almost identical games, each consisting of four different courses.

You are presented with a view of your back and the course ahead. Check the distance to the green, and then select your club (with reference to the range chart on the inlay card). Move the cursor to select a direction, and then use the Fire button to control the power and snap (whatever that is) of your swing. Oh, and try and get the ball in the hole.



• *Leaderboard Tournament* – pretty naff graphics and a noticeable lack of sophistication, but the golfing action is hard to fault. Watch out Ronnie Corbett.

• Leaderboard

The first of the *Leaderboard* games actually comes last in the running order of this tape, contrary to the assertations of the inlay card.

This game, like the outdoor version, is best played against a friend. If you're playing on your own, there is no computer opponent. You simply have to try and 'come in under par' as they say. This is easier said than done, even on the complete imbecile level. Whilst getting onto the green isn't really that hard, judging the slopes when using your putter certainly is. It's well annoying to hit the green with your first shot, only to spend a further ten strokes trying to get into the hole.

The graphics are pretty terrible, but then this *is* a very old game. It'll certainly keep you entertained for hours at a time, though, whether competing against a friend or just your own ineptitude. As with all games of this kind, it's best to practice a lot before inviting a pal round for a two-player game. You know. The old trick.

• Leaderboard Tournament

This is just *Leaderboard* again, but with another four different courses. As with its predecessor, you can choose how many holes you want to play – 18, 36, 54 or just forget about going to sleep tonight and do the 72. You can also select the order in which you want to play the four courses (ingeniously called Course 1, Course 2, Course 3 and Course 4).

These games do lose a little in not having the original course maps packaged

MULTIMIXX 2 Kixx • £4.99

And then there's this. Two sides of state of the ark multi-game combat software. Quite which prehistoric peat bog these were dug up from is anyone's guess. Suffice to say that since two of these programmes were originally reviewed in AA issues 1 and 2, and the third not long after that, the graphics and sonics capabilities of the CPC are hardly being pushed to their limits here.

"Yeah, but what are the flippin' games like then matey!" you cry. Patience, people, patience...

• Beach Head

Beach Head allegedly has six stages, but since the first of these merely consists of you moving the cursor to one of two points on the screen, let's ignore that one and call it five.

'The Hidden Passage' is an optional stage in which you have to try and steer each of your ten ships through a sea of mines and torpedoes. The advantage of going for this is that it'll mean surprising the enemy from behind, thereby facing less opposition in the next two stages. The disadvantage is that it's often a case of cross your fingers and hope, but it's probably the best of all the stages.



• War rages. In the distance the sound of bombs falling, cities burning, the red glow of fear. And some idiot's given you a big gun to play with.

Stages Two and Three see you sitting behind the main guns. You have to gun down a load of planes, then blow up some ships, which is quite tricky. Then for the final two stages you drive a tank. You win by blowing up the fort at the end. There's plenty of variety, but interest wanes very quickly. When this first came out, six years ago, we thought it was the bee's knees. Looking at it now, it isn't even the bee's bottom.

• Beach Head II

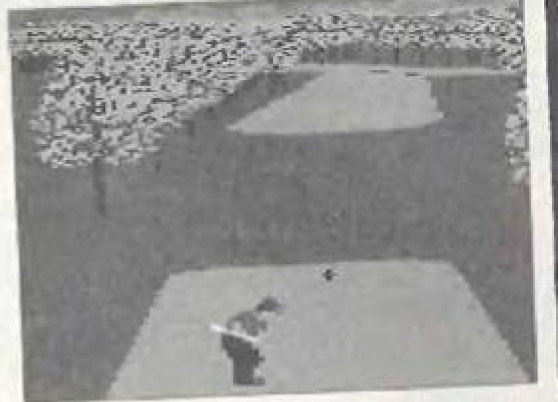
Whilst its predecessor at least has the distinction of once being highly regarded, *Beach Head II* was never seen as anything but cat's droppings. Hold down the Fire button at certain stages of the game, to gain an unfeasibly large number of points for no good reason (a bug). Waggle the joystick left or right to control your little men, gun turret or helicopter, and



• Er, *Beach Head II*. Waggle your joystick around, press Fire occasionally, but above all, try to stay awake.



● *World Class Leaderboard* – it's back and this time it's got trees in it! If you hit one the ball plops sadly down (as it would). You need to use a 'punch shot'.



● Putt it there – it's a fair way to the green, so you'll need your wits to the fore, etc etc.

with them any more. But then again, unless you have a worrying desire to get really serious with a ruler and protractor, you can judge distances and angles quite admirably from the screen view.

● World Class Leaderboard

This, on the other hand, is something different. *Leaderboard* with go-faster stripes. Each hole is individually loaded (don't worry, they only take a couple of seconds). What you then get is bunkers that look like bunkers, water that looks like water, a fairway to play down, and an at times mega-daunting forest of trees to play over, under or round (*through* doesn't work).

Throw in an overhead view option, a 'punch shot' feature and much slicker general gameplay, and you've got a classic simulation.

In the best possible sense of the word, *World Class Leaderboard* is worth the admission price on its own.

A tape full of golfing games might not be everyone's bag of clubs, but at this price it might be well worth getting just for that occasional relaxing round or two. It's certainly cheaper than joining a golf club.

86% VERDICT

Love it or loathe it, there's enough computer golf here to last a lifetime.

prepare yourself for the exhilarating final section where you attack the evil Dictator with a sharpened stick (seriously!).

Or better still, give a five year old relative six random pages from the CPC manual and leave them alone for ten minutes. Then play whatever it is they've written. It'll be better than this.



● *Raid* is probably the only game on *Multimixx 2* worth having, but it's still a bit rough. This is level one and the plane we're controlling is about to crash into the wall.

● Raid

The best game on the tape. The opening 'getting out of the hangar' sequence remains one of the most frustrating and enjoyable memories of mid-'80s CPCing. You've got '*Asteroids* goes 3D' style controls and a very small hangar door to try and get your planes through. It's tricky with knobs on.

Get past that and you've got to attack the missile site, this time with simple left, right, climb and dive controls. There's a set time limit in which to blow up the silos, then it's back to the hangar and do it all again. Twice.

In the final sequence you change from a plane into a commando and then fight a few robots. Graphics are unsurprisingly blocky and sonics lack sophistication, but if there's any reason at all to buy *Multimixx 2*, this is it.

43% VERDICT

More badly dated than a calendar without any Thursdays.

NEW ZEALAND STORY

Hit Squad • £3.99

Not an antipodean history lesson, but a coin-op conversion that first surfaced two years ago. You play the role of Tiki, a kiwi (daft bird that can't fly), and your one-kiwi mission is to rescue twenty of your peers before they get eaten by a walrus (fat fish with tusks).

New Zealand Story is a multi-directional scrolling platform game, consisting of twenty fairly short stages. There's a comrade to rescue on each stage, and a very strict time limit in which to do it. Take too long and an unkillable nasty will appear, sending poor Tiki to that great kiwi fruit in the sky.

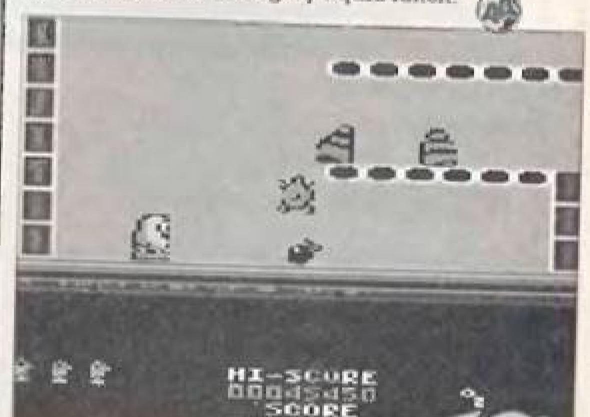
Other enemies include mine-hurling snails, boomerang-throwing trappist monks, walking Smiths Square Crisps, and various other dubious adversaries to make you wonder what game designers put in their coffee. Despatch these foes with your trusty bow and arrow, and celebrate with point-increasing food and firepower-increasing weaponry.

Nasty looks

When *NZS* first appeared, most versions of the game drew widespread praise, and it soon became a best-seller. The CPC version was received rather more tepidly, due to some of the worst concrete-pixelled Amstrad graphics of all time. Less damning but equally irritating is a multi-load that requires each of the twenty stages to be loaded individually. Tape owners should be prepared for a lot of tea breaks.

Having said that, the game has plenty to recommend it. It's very easy to get into, and a bucketload of increasingly difficult screens should keep your trigger finger well occupied. Game play is admirably varied, with plenty of ballooning and underwater shenanigans on the cards.

Basically, *The New Zealand Story* is a brilliant game with no dress sense. Get stuck in, and try to ignore sprites that look like they were designed in half an hour after a lengthy liquid lunch.



● Is it a tree, is it a plane, is it a badly folded mushroom omelette? No, it's Amsoft graphics (c. 1984) come back to haunt us.

76% VERDICT

Dreadful graphics mar what could have been an absolute classic.

AA SMALL ADS

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Balrog

Tougher than the Terminator (and with nearly as many car accidents!), the Balg once more strides through the dungeons with his Uzi 9mm in search of adventure problems!

Smirking Horror

£2 cassette, £4 disk • WoW Software • 78 Radipole Lane, Weymouth, Dorset DT4 9RS

Not being very academic *(I know the feeling! – Balg)*, you just couldn't believe the news that you'd been accepted by the best college in America – PUE Tech! With the grades you received you would have been lucky to get in at Leeds University but, with all the disappearances, suicides and other bizarre occurrences that have recently been happening at PUE Tech, they were a bit short on applications and you got lucky!

The first term has flown by and suicides have increased. The locals are reporting more strange disturbances and in recent weeks the atmosphere has been very tense. This doesn't really trouble you much – you spend little time at the college at night anyway, and even less in the day so you don't think about it.

Unfortunately, you have spent all term partying and it's finally caught up with you. You've got to get an assignment written by tomorrow or else you're in real trouble! To make matters worse, there's a raging blizzard outside...

Don't worry folks! The Balg hasn't lost his sanity to Cthulhu and started reviewing old Infocom games again! *Smirking Horror*, by Jason Davis, is a parody of one of my favourite adventures, *Lurking Horror*. Whilst Jason's previous game, *Yarkon Blues*, was amusing and received a good review in *AA70*, the Balg had reservations about *Smirking* – how could *GAC* possibly hope to imitate an Infocom? However, although nowhere near as large or technically impressive as *Lurking*, *Smirking* has its own attractions.



• *Smirking Horror* is not entirely dissimilar to Infocom's classic *Lurking Horror*. The spoof element is carried through to many of the game's details – including the map. A good effort all round...

You'll be disappointed if you expect it [*Smirking*] to be on a par with *Lurking Horror*, but it's actually quite good... Just watch out for Cthulhu!

The map, in places, is very similar to the original – there's the eternal corridor, great dome, alchemy department (complete with requisite pentagram) and the good old terminal labs. Many of the puzzles initially appear the same as in *Lurking* – the creature still lives in

ATMOSPHERE	69%
INTERACTION	63%
CHALLENGE	61%
OVERALL	**70%**

HONORARY BALROG AWARD

Yep! It's honorary Balrog time again! This time the award goes to a lady who many people may not have heard of but they probably will have played one of the games she has been involved with. Lorna Patterson HBalg, come on down! Lorna is one of the many unsung heroes of the adventure scene – a playtester. Through the past two and a half years she has playtested over 50 games for the CPC and Spectrum machines, including *Magnetic Moon*, *The Spiro Legacy*, *The Test*, *Yarkon Blues* and this month's *Smirking Horror*. Lorna plays each game an average of three times and puts a lot of time and effort into tracking down those obscure (and not so obscure!) bugs and spelling mistakes!

Well done Lorna – you deserve it!

• If you have any suggestions for Honorary Balrog then jot them down and send them to the Balg at the usual address. Only totally dedicated adventurers are worthy of such an accolade – it shows that you have worked hard to advance the name of the adventure on the Amstrad as well as other machines.

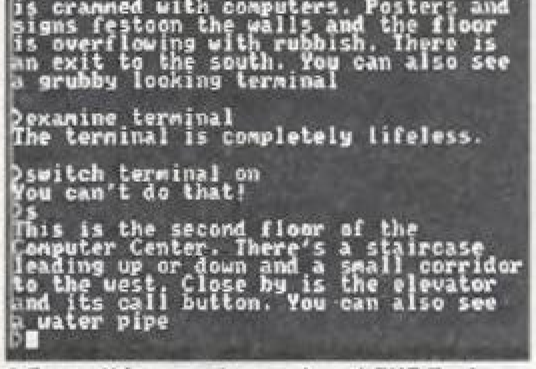
Contacting the Balg

The Balg is desperate for new contributions to the Cluepot and Just for Laughs sections – to get in contact with him, write to: The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, AVON BA1 2BW.

the dome and the floor cleaner (Arthur) still won't let you pass. (But at least they are solved differently.) In fact, parts of the game are so similar to the original that it's a good job that Infocom is no longer around, else WoW might have found itself in legal trouble!

Amusing in places and atmospheric in others, the game is well thought out with logical puzzles. As with many *GAC* games, it suffers from minor parser problems in some locations (you have to stab something and wedge something else but the verbs 'hit' and 'jam' are not accepted. This can lead to a misleading response), but the Balg didn't have too many troubles.

Overall, *Smirking* is a good game, well worth the asking price. You'll be disappointed if you expect it to be on a par with *Lurking Horror*, but it's actually quite good... Just watch out for Cthulhu!



● Funny things are happening at PUE Tech, and it doesn't help that you've left all your coursework till the last minute...

PROGRAMMING WITH THE BALROG

For a long time the Balg has been praising the power of Gilsoft's *PAW* and the unlimited possibilities of the EXTERN command (this allows you to import your own machine code routines – for example, graphics or sound).

Unfortunately, the EXTERN command isn't easy to use – you need to know quite a lot about machine code to make the most of it. Aron Watson from New Zealand has been hacking away and brings to us the following routine. (Now that Aron has shown how to use EXTERN, perhaps more budding machine coders could add to the PAW?) Take it away Aron:

This EXTERN routine is a simple, unambitious program but it should show other authors how they too can use the EXTERN command for their own *PAW* games. It allows you to choose the screen colours. You will need an assembler/monitor (eg *Maxam II* or *Devpac*). Enter Fig.1 into your game, for example, the start of your intro sequence. Then compile it and then create your finished game.

Fig. 1

```
/PRO 1
_ _      EXTERN 0
```

You will also have to find out where your game finishes in memory so you can set the ORG in Fig.2. Now, using the assembler, enter Fig.2. Assemble it, save it, then using your monitor, load your finished game at &100. Load your newly assembled code exactly after the game in memory. Then change the EXTERN vector at &106 from JP &000 to JP <address of new m/c routine>. Then save the whole thing out to disc. Now run your game and all should (hopefully!) work...

Fig. 2

```
      ORG <address after game in memory>
      LD DE,SETPAPER.
      LD C,9
      CALL &0005
      LD DE,SETPEN.
      LD C,9
      CALL &0005
      RET
SETPEN.  DEFB &1B,&62,&??  ; Change ??'s to desired
SETPAPER. DEFB &1B,&63,&?? ; number (&00-&FF)
```

Lords & Ladies of Adventure

Another six brave lords and ladies of adventure offer their knowledge and experiences to fellow adventurers. Remember to send a stamped SAE when writing and to call within sociable hours.

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Simon 'Spud-Stomper' Avery, 71 Fore St, Chudleigh, Newton Abbot, South Devon TQ13 OHT.

Hitchhiker's Guide • Leather Goddesses • Lurking Horror • Moonmist.
Ken Dean, 63 Elmhurst Avenue, Oulton Broad, Lowestoft, Suffolk NR32 3AR.

Aftershock • Brawn Free • Cacodemon • Case of the Mixed-Up Shymer • DAA • Espionage Island • Experience • Fantasia Diamond • Forest at World's End • Frankenstein • Grange Hill • Haunted House • Heroes of Karn • Imagination • Inca Curse • Kobyashi Naru • Lancelot • Loosed Orc • Lords of Time • Message from Andromeda • Mindshadow • Pirates • Planet of Death • Quest for the Golden Egg-cup • Rigel's Revenge • Seabase Delta • Ship of Doom • Spytrek • Subsunk • Terrormolinos • Three Weeks in Paradise • Trial of Arnold Blackwood • Warlord.
Debby Howard, 10 Overton Road, Abbey Wood, London SE2 9SD.

Apache Gold • Atalan • Base • Bestiary • Black Knight • Boggit • Bored of the Rings • Castle Blackstar • Castle of the Skull Lord • City for Ransom • Classic Adventure • Colour of Magic • Cursed Be the City • Dodgy Geezers • Dracula • DAA • Escape from Koshima • Espionage Island • Fantasia Diamond • 4th Protocol • Gremlins • Grue-Knapped • Guild of Thieves • Heavy on the Magick • Helvera • Hobbit • Hunchback • Imagination • Inca Curse • Island • Jinxter • Kentilla • Kobyashi Naru • Mindfighter • Mindshadow • Mordon's Quest • Mountains of Ket • Mystery of the Indus Valley • Necris Dome • Never Ending Story • Not a Penny More Not a Penny Less • Nova • Panic Beneath the Sea • Pawn • Planet of Death • Project Annihilation • Project Volcano • QOR • Quest for the Golden Egg-cup • Questprobe 3 • Rigel's Revenge • Robocide • Scary Tales • Seabase Delta • Seas of Blood • Smashed • Smuggler's Cove • Souls of Darkon • Spiro Legacy • Spytrek • Star Wreck • Subsunk • Sydney Affair • Terrormolinos • Test • Top Secret • Vera Cruz Affair • Very Big Cave Adventure • Village of Lost Souls • most Topologika, some Infocom, ALL Level 9, Interceptor and WoW games!
Joan Pancott HPilg, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Tel: (0305) 784155 Any day – 1pm to 10pm.

Colour of Magic • DAA • 4th Protocol • Gems of Stradus • Not a Penny More Not a Penny Less • Return to Eden • Scary Tales • Vera Cruz Affair.
William Conlon, 171 Mulvey Park, Dundrum, Dublin 14, Ireland.

Forest at World's End • Kobyashi Naru • Message from Andromeda • Quest for the Golden Egg-cup • Rigel's Revenge • Snowball • Venom.
Bill Bennett, 171 Stapleton Hall Road, London N4. Tel: 081 340 3884.

BALROG'S POSTBAG

The Balg was pleased to receive another sack full of letters yesterday – keep them coming! All letters, even if not printed, are read and digested (literally!) and it's good to keep in touch with you all! The Balg regrets that I cannot accept adverts for software sale – please send them to *AA's* Small Ads section.

Old adventures still for sale?

I should like to ask whether it would be possible for details of any software companies still holding copies of old adventures to be published in your column. As you will be aware, there are no new adventures for the Amstrad computers other than those available through PD libraries or the home brew games advertised in such magazines as *Adventure Probe*. I have spoken to several mail order software companies asking if they have any old adventures gathering dust on a shelf somewhere but I have had little luck in this respect. You may, of course, have no more information than me, but I'm sure that if you were able to investigate through *Amstrad Action* and publish a list of any outlets discovered holding copies of such games, there would be many people such as me who would be very grateful.

Peter Clark
Suffolk

Mark Eltringham wrote an article for the January, February and March editions of Spellbreaker called 'Adventures available for the Amstrad' – some notable addresses from that article to try are:

- Atlas, 67 Lloyd Street, Llandudno, Gwynedd LL30 2BN. Tel: (0492) 77305
- Tony Kingsmill, 202 Park St Lane, Park St, St Albans, Herts 2AQ.
- Level 9: PO Box 39, Weston-super-Mare, Avon BS24 9UR. Tel: (0934) 814450. Fax: (0703) 331523
- Recreation Re-created, 39 Gargle Hill, Thorpe St Andrew, Norwich, Norfolk NR7 0XX. Tel: (0603) 31678.
- Topologika: PO Box 39, Stilton, Peterborough PE7 3RL. Tel: (0733) 244682
- WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS.

If anyone knows of any more companies that sell old adventures then please write in.

Help wanted!

About 2-3 years ago we bought some second-hand tape games for our 6128, one of which was a two tape compilation called *Power Plays*, produced by a company called 'The Power House'. On these tapes were two adventure games called *Nocturne* and *Wrath of Olympus*. Even though there were no instructions or information booklets, they are extremely playable games.

Since we started taking (*you mean buying I hope! – Balg*) your *AA* magazine, (which is a damn sight better than your rival) we have never come across any mention of these games either in your articles/ hints/tips or from any of your Lords and Ladies of Adventure.

Have you ever come across them? If so, any help would be appreciated...

John & Carol Park

Sorry John & Carol, but I've looked through my files of tips and searched through all the Lords and Ladies and found no-one who can help you. However, using the brilliant adventure list from Mark Eltringham, I see that both games were written by Charles Sharpe – if Mr Sharpe or someone else would like to send some tips in, I am sure the Park's would be appreciative!

Doomdark question

Was the sequel to *Doomdarks Revenge, The Eye of the Moon*, ever released?

A Osborne

No!

CP/M query

Is the CP/M Plus ROM still available, because I would like to use my ROMBO ROM box and put CP/M in socket 0, so that it will boot up instead of BASIC 1.1. If it is, please could you tell me where to get it from, and how much will it cost?

Andrew Gatward

Sorry Andrew, but what's this got to do with Adventures?! However, the company which makes the CP/M plus ROM is also the maker of the adventure writer ADLAN so here's the address: Graduate Software: 14 Forrester Avenue, Weston-on-Trent, Derby DE7 2HX or telephone (0332) 702993.

Quill query...

Could you tell me where I can get a copy of Gilsoft's *Quill*?

Richard O'Hare
Southport

Certainly, try Gilsoft at 2 Park Crescent, Barry, South Glamorgan CF6 8HD or telephone 0446 732765.

BALROG'S CLUEPOT

Thanks this month go to Thomas Christie, Fred Collins, Alistair Crook, Adrian Forbes, Jay Honosutomo, Mayur Maha, Amir Mansour, R Melody and Edmund Spicer for a impressive selection of clues and tips.

Adventure Quest

Give orchid to unicorn.

Bloodwych

When you kill someone and they drop what they were holding and you don't really need it, pick it up so that it is in your transfer slot, then cast SUMMON, ILLUSION or similar, then sell the item to the creature that's created. Or you can worm food out of them as suggested in a previous tip in *AA*. This works best in a dead end so the creature can't run away.

Gems of Stradus

Wear stilts to avoid the creatures.

Ingrid's Back – Part 2

- Push the troll down through the trapdoor then use the bag of flour to keep the door shut.
- Give cider to Chugg.
- Put the deeds under the gap when Silas catches you.

Island

- Look under clothes in mate's cabin.
- Get the card from your cabin.
- Open the parrot's cage.
- Move the junk in the store-room.
- Look under the Landrover.

Talisman of Power

- Kiss the barmaid to get the oars.
- At the end, rub the talisman and throw it at Orsova.

Terrormolinos

Examine menu, order, eat sludge, eat pills.

Well adventure

- When in the well, shout.
- Give honey to barmaid.
- Hit well wall with hammer.

Zork II

- The answer to the riddle is 'well'.
- Take the dragon to the ice room.

Heavy on the Magick

Following *Heavy on the Magick* being on the covertape last month, the Balg has decided to provide some tips for all those budding Axils lost in the magical dungeons beneath Collodon's Pile.

- At the start do not pick up the book of spells as it is smeared with poison.
- One of the keys found in methos unlocks the door in the room of horns.
- When invoking a demon, put the talisman by an exit or wall and go to the other side of the room.
- The jar in the chest past the fire in the sothic complex is a hemlock.
- The heads in methos are smeared with poison and they might be needed in the kitchen of ai to call him, so make sure you have a lot of stamina!
- To pass the fountain in the rook of Hydra west from the Grimoire type "Water, fall". It will lower itself and you can pass.
- The Bag of Gold is used to open the Troll's doors.
- The loaf and bone with meat can both be used to give extra stamina and the foot can be used for extra luck.

Now we are Six...

Once upon a time, in a galaxy far, far away (well, Somerton in Somerset actually), there lived a young man with a strange taste in ties, and Chris Anderson was his name. One day he decided to publish a magazine and recruited a battle-hardened editor, a fresh-faced art editor and some gangly yoof of a software editor called Bob Wade.

The magazine was called *Amstrad Action* and jolly good it was too. Issue 4 was the first computer mag ever to feature a cover tape, and was soon one of the first magazines to be desk-top published. Initially covering, to a greater or lesser extent, all Amstrad machines, the splitting of the mag to form two new publications, *8000 Plus* and *PC Plus*, paved the way for *AA* to become the CPC-only magazine we know and love.

The magazine was also the starting block for a company, Future Publishing, that is now Britain's leading publisher of computer, mountain biking and sewing magazines. Oh, and *Classic CD*.

As for *Amstrad Action* itself, six years and 73 issues on it's still going strong, with rising circulation, monthly cover cassettes and a handsome new (*hang on a minute – ed*) staff writer. Hurrah!

Win a piece of cake!

Yes indeed, you thousands of *AA* fans you. To celebrate our sixth birthday we're giving away a cake. And not just any old cake either. Well actually it is just any old cake, but it's the thought that counts. Anyway, it's our birthday, so you should be buying us presents. (We'd like a Ferrari Testostera, a CD player and a big crate of Guinness. Cheers.)

Anyway, here are the questions:

1) What is the lowest percentage ever awarded to a game in an *AA* review?
(a) 0%
(b) 40%
(c) 26%

2) Which leading magazine does *AA* share an office with?
(a) *Your Sinclair*
(b) *Amiga Weekly*
(c) *Playboy*

3) For how many months has *Turtles* topped the *AA* software charts (to date)?
(a) Three
(b) Five
(c) Oh, hundreds

4) Which game has received the highest percentage ever in *AA* reviews?
(a) *Turrican 2*
(b) *Rick Dangerous 2*
(c) *Watching Paint Dry Simulator*

5) Who used to write the *Broadley Speaking* column in *AA*?
(a) Emma Broadley
(b) Phil Howard
(c) Che Guvara

6) Which of the following is not mentioned in this issue of *AA*?
(a) Paul Daniels
(b) Pop Will Eat Itself
(c) Marine biology

7) Which of the following has not appeared on an *AA* cover tape?
(a) *Dizzy*
(b) *Balldozer*
(c) *Green Beret*

8) Where are you most likely to find ex-editor Bob Wade of an evening?
(a) Hard at work, watering pot plants
(b) Chatting merrily away in a local drinking establishment
(c) Wandering the streets of Soho dressed in women's underwear

9) What is the correct way to greet former staff writer Frank O'Connor when encountering him in the street?
(a) Hello Frank, how are you?
(b) Yo dude, seen any narly babes around
(c) Judas!

10) Which of these would you least like to meet in a dark alley?
(a) The Predator
(b) Freddie Krugger
(c) Trenton Webb

Got that? Simply note down your answers on the back of a postcard or sealed-down Noel Edmunds, and send it to *Now we are Six Compo, Amstrad Action, 29 Monmouth Street, Bath, Avon BA1 2BW*. Remember to include your name, address and a drawing of your favourite pop star (optional). Get all the answers right (or nearly) and you too could win a piece of birthday cake and a mention in the mag. **Closing date October 17th 1991**



QUOTE, UNQUOTE...

We decided to ask all those stalwart souls who have worked on *Amstrad Action* in the past to give us their most memorable recollections of the magazine. Here's what they said:

Bob Wade (Editor, AA17-34)

"Issue One. It was appallingly bad. Thank heavens we got better fairly fast."

Trenton Webb (Games Supremo AA42-60)

"The *Emlyn Hughes* competition that nobody entered. To enter the compo you had to have played the game. The game finally came out (late) three days before the competition's closing date..."

Pat McDonald (Technical Editor AA33-49)

"Being stuck in a darkroom with a PCW during an interview." (Pat was busy when we asked him...)

Adam Waring (Technical Editor AA50-70)

"Ramming James off the track on the karting day out. It made it all worth while."

Frank O'Connor (Staff Writer AA66-72)

"James bringing in loads of tasty Gruyere cheese, and us keeping it a secret from Rod." (*Hang on, I didn't know anthing about this! – Ed*)

Steve Carey (Editor, AA35-49)

"The cover of AA40, the Christmas issue. That was really embarrassing."
[Yes Steve, it was. And just for you we're printing it again...]



● Ex-editor Steve Carey on his "favourite" cover. Ho ho ho...

PLOTTING

CARTRIDGE GAME

OCEAN ■ £24.50 cartridge

Puzzle games, eh? Can't get enough of the things, can you? Well you can, actually. *Plotting* is yet another in a long line of generic releases of games that combine brain power along with joystick power. It all started with *Tetris* in the late '80s. But that was then, this is now...

For a game called *Plotting*, it doesn't have much of one. You play a little round blob who fires blocks at another pile of blocks. The idea is to reduce this pile – which happens when two like blocks collide. Get rid of enough and you're through to the next round.

Your character stands at the left hand side of the screen, with the pile of blocks on the right (reversed if you're player two). If you had hands, you'd be carrying a block in them. As it is, one hovers at your side. Line yourself up with a matching block, press Fire, and it shoots away, absorbing the matching block. You can fire at the blocks horizontally, or hit them from above by bouncing them off walls. (When bouncing a block off a wall, an arrow indicates which one it will end up hitting.)

Actually, what happens when the blocks collide is a bit weird. The matching block that you hit disappears. The next block along is replaced by the block you fired. The block that's replaced flies over to you, so you have something to fire on your next go. Should there be a row of the same kind of blocks, then the whole lot will disappear. Clear as mud, eh? Better take a butchers at the box that explains it more clearly, then!

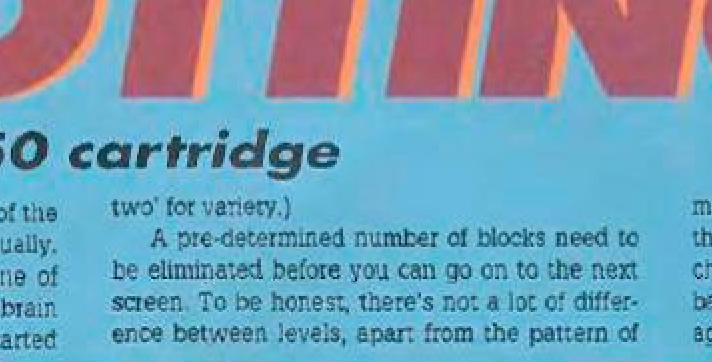
But it *is* complicated. Even when you've read and understood the rules, there are still situations where your not sure exactly what's going to happen. True, you can sit down with the instructions and work out every move, but can you be bothered with that?



Later levels have more complicated screen shapes to increase the difficulty.

There are four different types of blocks, all colour coded and with different symbols – so you can't claim to have lost because you got them mixed up. These are seemingly randomly stacked at the start of each game, but in fact are set to the same pattern each time you load. This means, presumably, that the best method to complete each screen can be worked out and adhered to. (The starting patterns are different for the two players, though, so you can choose to be be 'player two' for variety.)

A pre-determined number of blocks need to be eliminated before you can go on to the next screen. To be honest, there's not a lot of difference between levels, apart from the pattern of walls and pipes that serve to deflect the blocks as you fire them.



Every life is started with a 'zapper' block which will take out anything. Occasionally these appear in the pile, and can be picked up for an extra life.

The walls always keep to the top corner of the screen, and the varying pattern prescribes which columns of blocks can be hit from above. Pipes have a virtually identical role to walls, apart from that blocks can pass through them on their downwards path. When hit from the side the blocks bounce of at an angle.

> **"For a game called Plotting, it doesn't have much of one."**

You're given three lives at the start of a game. These are lost when there are no matching blocks to hit – a situation that is automatically calculated by the computer. Should this occur, then you're give a 'zapper' block, which is capable of taking out any other type. Extra 'zappers' can be found amidst the pile of blocks. Hit one of these and you're given another life. (Hurrah!)

More drastic than losing a life is running out of time. In this situation, all remaining lives are forfeited. It shouldn't happen unless you get really tired of the game (or you're really crap), though; to say the time limits are rather generous is a bit of an understatement.

The basics of the game are very simple, but have been prettied up with cutsie graphics. The little character is a sort of furry blob with eyes. The blocks look rather like the ones used in *Puzznic*. In fact, they're identical, and indeed the arcade machine the game is derived from comes from the same manufacturer, Tiato. The backdrops change every couple of levels. These are rather basic, and merely serve as something to play against; they have no function in the gameplay.

By any standards, the graphics are excellent. They don't really need to be for this sort of game, but they are.

A tune plays continuously throughout the game. It's very nicely done, and not that annoying – even after some time. There's very little in the way of spot effects, but then again, there's little variety in the things that happen in the game.

The trick is to anticipate what will happen when you fire off your blocks. Only by working out the consequences of your actions will you avoid losing all your lives in the first two minutes.

And that's where the problems lie: you have to spend far too much time thinking what's going to happen, rather than actually playing the game.

This is not a problem in such games as *Puzznic*, where there are definite puzzles to solve. But this game lacks the excitement of beating the brain-teasers against the clock. The time limit isn't at all tight, and there's just not enough action.

Adam Waring

SECOND OPINION

"It looks terrific, but once you get to grips with the gameplay (if you ever do!) it starts getting decidedly dull. The time limits are too long and the rules too hard to grasp."
Rod Lawton

FIRST DAY TARGET SCORE

Work out what's going on!

PLOTTING VERDICT

GRAPHICS.............. 92%
Beautiful graphics that could be mistaken for the arcade machine's.

SONICS................. 85%
Frantic tune that's not *too* infuriating!

GRAB FACTOR....... 81%
You get sucked in by the polish and instant playability.

STAYING POWER... 70%
Will it keep you interested? Maybe, maybe not.

RATING 75%

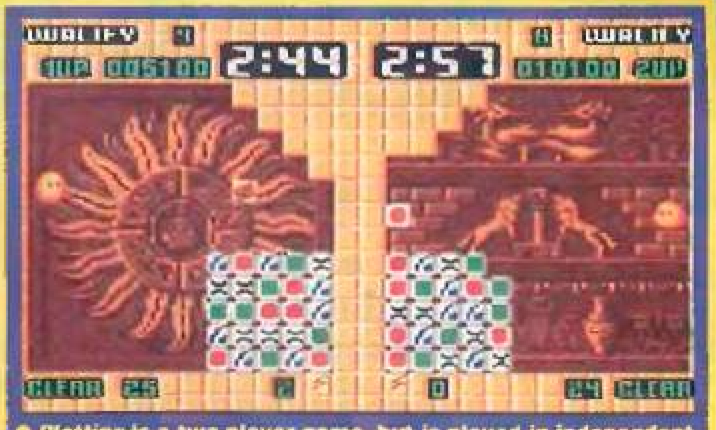
Plenty of playability, but not as compelling as other puzzle games.

Two's company?

It's a golden gaming rule: double the number of players and you'll double the fun. *Plotting* has a simultaneous two-player option, but it's very different to most 'normal' two player games.

A two-player mode traditionally allows you and a chum to either team up against the invading space-fiends, or go against one another. (Usually you can do both; you're supposed to help each other, but being nasty is more fun!)

But in *Plotting*, the two players don't interact at all. Each player has their own playing area, it's almost, no exactly, like having two entirely separate games. You can compete in scoring the most points, or completing each level before one another, but that's about as competitive as it gets.



● *Plotting* is a two-player game, but is played in independent screen areas. There's no interaction between the two players at all, save trying to beat each other's score!

A load of old blocks



1: Ready for your lesson in block-busting? Line up with the type of block you're carrying.



2: Press Fire and *whoosh!* Off it goes, eliminating the block it bumps into.



3: The block behind is then flung back at you. Anything unsupported falls down.



4: It works going downwards too! The block will bounce of the wall when it hits it.



5: The red spot disappears, and the black cross is thrown back to you.



6: Right, what can we do with this, then? The arrow tells you what you're lined up with.



7: You thought that was good? Well take a look at this! We have three blues lined up.



8: Bam! Got the lot of 'em! All three disappear, the block we fired replaces the red.



9: Getting loads of blocks like this not only looks cool but scores lots of points!

GRANDSTAND

Compilation

DOMARK ■ £14.99 cass, £19.99 disk

It's one of the sunniest summers ever, so why not stay indoors and play some computer sport? Kick that ball! Burn that rubber! Tee that ball! Er, string that racket...!

PRO TENNIS TOUR

This ain't really nothing to write home about. Whilst it is a fairly well implemented computer version of the silly sport in question, non-tennis fans are unlikely to have the patience required.

Basically, it's going to take a lot of practice, using the serving machine, before you start being able to hit the ball back on any but the flukiest of occasions.

Still, serving is quite easy to pick up, and the two-player option adds to the appeal (you stand more chance of beating a human opponent, for a start). Graphics are not too bad, and the avid tennis player will love it. But frankly, the avid tennis player should be down the park playing tennis. Passable.





● Oh, I say! What a super serve from the tousle-haired tennis maestro. Forget that nonchalance, Mr Opponent.

SECOND OPINION

"The [illegible] theme makes the compilation hang together quite well, and it offers a wide variety of game styles. Gazza is completely [illegible], but I reckon Pro Tennis [illegible] is quite good. The other two are excellent."
Rod Lawton

CONTINENTAL CIRCUS

Anyone who can criticise *Continental Circus* can't have played it. It's still the best motor racing game available on the CPC, *Burning Rubber* included. You're the driver of the yellow car. Well actually, all the cars are yellow. You're the driver of the yellow car in the middle of the screen.

You compete on eight different tracks around the world, trying to finish progressively higher up the rankings. Haring round a corner at 402 mph, cutting in between two opponents' cars, it seems faster than any other racing game around.

If you don't own a copy, you darned well should. (It's available for £2.99 on the Mastertronic label, by the way.)



● [illegible]

GAZZA'S SUPER SOCCER

When judgement day comes, and the time arrives for some great celestial Jimmy Hill to compile the definitive histories of football and computer games, Paul "Gazza" Gascoigne will be remembered as a grinning Geordie with a sickening wealth of talent. Gazza's *Super Soccer*, on the other hand, will be remembered for very little.

For a start, it's nigh on impossible to control the ball. The game plays like Gazza himself, immediately after the broken leg. The screen view changes from a side-view of the pitch to a view of the goalmouth, depending on which third of the field you are in (which only adds to the confusion). The graphics are pretty dire, with animation straight out of very early Charlie Chaplin films. A league option might add a bit of long term appeal, but at the end of the day (Brian), *Super Soccer* is virtually unplayable. File under *Plague*. Avoid like the.





● This is the only part of Super Soccer where you actually know what's happening. It's the kick off.

WORLD CLASS LEADERBOARD

Like *Continental Circus*, this recently came out as a budget game (see *Budget Bonanza* in this issue). It's a golf game, but even if you can't stand golf, you'll probably enjoy this. Unlike other sport sims, which might require some aptitude for the sport concerned and heavy concentration, *World Class Leaderboard* is a relaxing kind of a game, that relies more on brains than brawn.



● Knock, knock. Who's there? Golf... all right then, you write the flipping captions.

Whether two decent games a compilation makes is arguable. The fact that both the decent games are available at budget prices casts a bit of a shadow over *Grandstand*. But then, if you're mad on tennis, or mad to the point of being institutionalised on football, maybe you'll be hot-footing it down to Smiths anyway.

GAZZA'S SUPER SOCCER	12%
PRO TENNIS TOUR	59%
CONTINENTAL CIRCUS	92%
WORLD CLASS LEADERBOARD	81%

VERDICT 63%

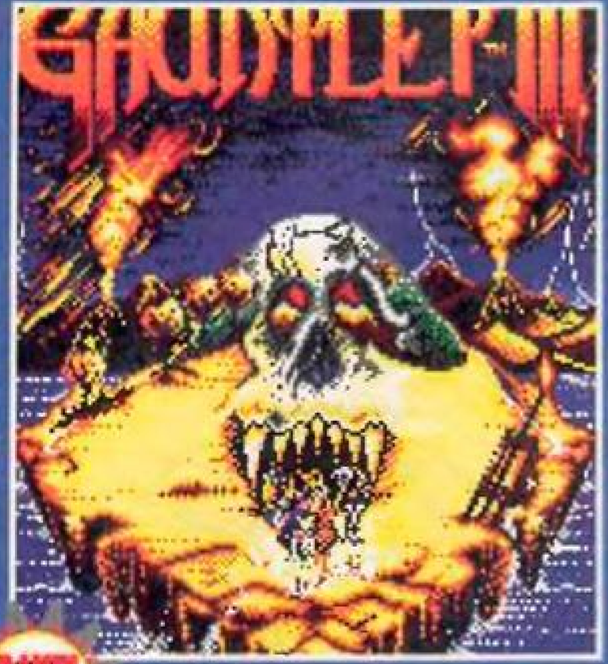
A very patchy pot pourri of the good, the bad, and Paul Gascoigne.

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GAZZA II

Play one of the fastest, most exciting Amstrad football games you can get. Never mind the rules, just get stuck in to the frantic end-to-end footie action!

THE ADVANCED OCP ART STUDIO

Simply the best art program around for the Amstrad! Comprehensive and easy to use, it's packed with features and is icon driven.

- *The package normally retails for £22.99 but this special AA version is yours as a gift!*
- *Disk only. 128K memory required.*
- *Mouse not included.*

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ISSUES 1-50, 52, 54, 56, 57, 58, 59 ARE SOLD OUT

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Batman and Powerdrift get the treatment, PC Show report, RSX LIB, *Nirvana* and Sprites Alive reviewed.

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EPROMs feature, PD column begins plus an awesome Batmap.

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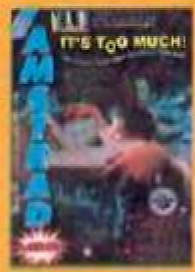
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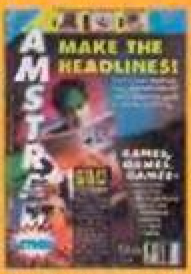
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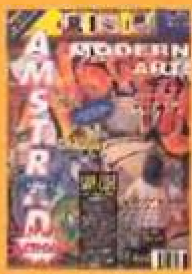
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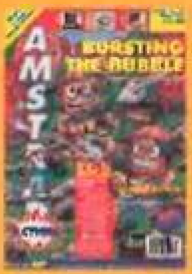
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ADVERTISERS INDEX







Cheat Mode

AA's cheating section is crammed with goodies for anyone having trouble in a game:

- Pokes (the listings) let you hack into the game code to give yourself extra lives, fuel and more
- Multiface pokes (these follow the listings) are even easier to use for those people who own those little black boxes
- Keypress cheats are put in by programmers to help the playtesters and then left in – they're often just there to be found...
- Passwords and solutions are sent in by dedicated gamesplayers who want to share their hard-won knowledge

NIGHTBREED

The cheat, of the game, of the film, of the book (or was it the book of the film of the breakfast cereal?). *Nightbreed* on disk is first off the mark this month from Andy (legend in his own series) Price of Fleet Street.



```
{KrAu} 1·'·Nightbreed·-·Ocean·disk
{GwAr} 2·'·by·ANDY·PRICE
{EwAr} 3·'·Infinite·Lives
{FtAj} 4·'
{NsAt} 10·DATA·af,cd,0e,bc,11
{HpAr} 20·DATA·00,00,0e,41,21
{ElAs} 30·DATA·00,01,df,1a,bf
{EjAs} 40·DATA·21,1d,bf,22,ba
{BwAs} 50·DATA·02,37,3f,c3,00
{EnAp} 60·DATA·01,3c,c0,07,3e
{KuAr} 70·DATA·c3,32,03,5f,21
{NsAr} 80·DATA·00,b3,22,04,5f
{BwAs} 90·DATA·21,35,bf,11,00
{BlAs} 100·DATA·b3,01,30,00,ed
{EmAu} 110·DATA·b0,c3,84,03,e5
{OuAr} 120·DATA·d5,c5,21,14,b3
{MoAs} 130·DATA·11,40,00,01,09
{CwAq} 140·DATA·00,ed,b0,c1,d1
{BkAr} 150·DATA·e1,c3,40,00,cd
{CpAt} 160·DATA·fe,b6,af,32,cf
{PuAs} 170·DATA·04,c0,ff,ff,00
{JnAs} 180·FOR·x=&BF00·TO·&BF52
{PvAt} 190·READ·a$:a=VAL("&"+a$)
{JnAv} 200·POKE·x,a:chk=chk+a:NEXT
{OrAx} 210·IF·chk()&2049-&FF·THEN·250
{GoAu} 220·PRINT"Insert·Nightbreed,";
{NqAt} 230·PRINT"·Then·Press·A·Key"
{MrAu} 240·CALL·&BB18:CALL·&BF00
{MtAr} 250·PRINT"Error·in·poke"
```

- **Multiface disk poke for *Nightbreed***

Poke 04CF with 00 for inf. lives

SWITCHBLADE

Here's a switch, give your Hiro (I know a chap called Hiro!) just about every type of cheat you could possibly imagine in the Gremlin's classic *Switchblade*. Hot off the tape deck (I believe) from Stephen Troup of Kings Lynn.



```
{DrAr} 10·REM··Switch·Blade
{MiAl} 20·REM······by
{AmAs} 30·REM·Stephen·Troup.
{FqAp} 40·MEMORY·&13FF
{AoAs} 50·LOAD"!loader··.bin"
{LoAm} 60·a=&9F00
{CuBl} 70·READ·b$:IF·b$="ST"·THEN·CALL·&9F00
{MwAr} 80·POKE·a,VAL("&"+b$)
{MrAp} 90·a=a+1:GOTO·70
{DsAw} 100·DATA·21,09,9F,22,A6,9C
{AxAp} 110·DATA·C3,40,9C
{LuAs} 120·REM·Infinite·Lives.
{LpAq} 130·DATA·AF,32,AC,30
{CwAt} 140·REM·Infinite·Weaponry.
{OoAq} 150·DATA·AF,32,20,25
{KrAt} 160·REM·Infinite·Energy.
{CuAt} 170·DATA·3E,C9,32,73,30
{AwBk} 180·REM·Monsters·die·when·they·appear.
{MoAv} 190·DATA·21,18,0A,22,38,3D
{CsAs} 200·REM·Invulnerability.
{BoBi} 210·DATA·3E,34,32,B3,23,32,02,1E
{KpAu} 220·DATA·32,CE,2F,3E,48,32,0F,95
{LnAs} 230·REM·Leave·last·line.
{ArAq} 240·DATA·C3,00,C1,ST
```

NEW KIDS BLOCK

If it's worrying you that the pokes in *Cheat Mode* just look like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! They're programs written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one, is:

1. Make sure the routine is written for your format – disk or tape – they will not generally work with both.
2. Type it in to the computer, making sure there are no errors.

- *Typing in routines is always prone to errors, so here's some help:*

The funny numbers within the "{ }" brackets on the left of the lines are NOT to be typed in but are a code produced by the TYPEWRITER program printed periodically in Amstrad Action. (It was on the covertape with AA67 and AA68). It checks each line as it is typed in and produces a code which can be compared with that printed. You don't have to use the TYPEWRITER program, but it's recommended.

All SPACES in the lines have been replaced by printed dots, the idea being that it makes them easier to see. See a DOT? Type a SPACE!

Quite often the routine itself will have a built-in check on the DATA numbers and will tell you if one of them is typed in wrongly. User-friendly or what?

3. Save the program to tape or disk (not the game tape or disk!) so that it can be used again.
4. Put in the game tape or disk and type |TAPE or |DISC.
5. Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

You should find that the game will load normally, or you will be given instructions on what needs to be done.

SPHERICAL

Kevin Thomas from Pinhoe in Devon has written to us with a number of cheats for the Rainbow Arts game *Spherical*. Apparently, you can move about the game by using a number of Codewords:

Room	1-player game	2-player game
9	RADAGAST	GHANIMA
19	YARMAK	GLIEP
39	ORCSLAYER	MOURNBLADE
59	SKYFIRE	JADWIN
75	MIRGAL	GUMBACHACHMAL

The codeword ILLUMINATUS will take you back to the main menu, but when you restart you will be invulnerable. Also, after typing in the codeword ILLUMINATUS, the up and down arrow keys will transport backward or forward one room. Good work, Kevin.

TOTAL RECALL

Peter Trejanowski of Dudley has spotted that if you type INACTIVE MINDS (two spaces between the words) into the hi-score table, you will become invulnerable... very flickery, but invulnerable.

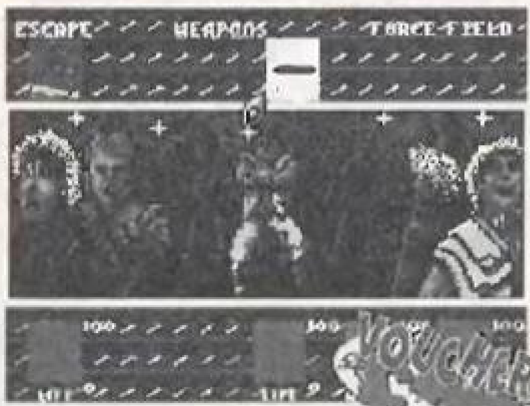


CONTINENTAL CIRCUS



Stephen Matthews of Kings Lynn who sent us the keypress cheat for *Continental Circus* a couple of months ago has remembered an addition to it. Press CLR then redefine the keys C, H, E, A, T, Space. Once you start the game, keep pressing "C" for more credits.

B.A.T.



First into bat this innings is Ross Williams Of Felixtowe (I often wondered what they did there in the evenings!) with a complete solution to Ubisoft's mastergame. He has not managed to discover much about the Old relic though, so, if anyone has any ideas, contact him on 0394-273974.

- On the first screen do three things:
  1) Go in the toilet and get information from your contact.
  2) Search the first screen and you will find a

PRINCE OF PERSIA

Just to add a little taste of orient (isn't Persia called Iraq these days?), Graham has been playing around with the tape version of *Prince of Persia* and provided infinite time to get to grips the sultan's daughter. He always did like sultanas.

```
{PuAq} 1·'·Prince·of·Persia
{HvAq} 2·'·By·Graham·Smith
{HuAr} 3·'·Infinite·time
{FtAj} 4·'
{MiAx} 10·DATA·21,1b,bf,22,35,a4,c3
{GlAu} 20·DATA·00,a4,21,24,bf,22,ac
{LsAv} 30·DATA·7b,c3,40,00,af,32,5a
{BjAw} 40·DATA·23,32,5a,93,c3,00,00
{LrAr} 50·FOR·j=0·TO·27:READ·a$
{NqAs} 60·x=VAL("&"+a$):y=y+x
{CiAu} 70·POKE·j+48914,x:NEXT
{EiAt} 80·IF·y<>2669·GOTO·100
{IrAv} 90·LOAD"":MODE·1:CALL·48914
{OsAp} 100·PRINT"data·error
```

• Multiface poke for Prince of Persia

Address	Poke	Effect
235A	00	Inf. lives
935A	00	

Tips galore...

Jonathon Copp of Cranleigh, Keith Woods of Templeogue in Ireland and William Huddleston of Innerleithen have some tips for *Prince of Persia*:

- When you get out of your cell on level 1,

AA70 ACTION PACK

Graham Smith of Street lays into the issue 70 cover tape, and sees to it that all the games (including the demos) have a cheat of their own. Just run the routine and select the game you want from the menu on either tape or disk, then the poke will do the rest (you may have to waggle the joystick a bit, though).

```
{HoAx} 1·'·AA70·cover·tape.·To·use·on
{AlAw} 2·'·games·saved·to·disc·save
{NuBi} 3·'·this·program·to·same·disc.
{HxAq} 4·'·By·Graham·Smith
{FuAj} 5·'
{CnBj} 10·DATA·3a,01,00,06,04,4f,11,99
{ArAx} 20·DATA·be,26,06,1a,01,6f,13,1a
{JxAx} 30·DATA·77,13,23,72,10,f5,c3,e8
{NtAx} 40·DATA·00,3f,a1,52,a8,79,b0,bf
{LxAx} 50·DATA·b0,af,32,b5,1a,c3,84,c1
{IlAx} 60·DATA·3e,a7,32,03,1c,c3,00,10
{ElAx} 70·DATA·3e,a7,32,99,07,c3,00,04
{IoAw} 80·DATA·21,73,44,36,18,23,36,0b
{DtAs} 90·DATA·23,36,e3,c3,00,40
{LpAv} 100·a=48768:FOR·j=a·TO·48837
{AvBi} 110·READ·a$:x=VAL("&"+a$):y=y+x
{CoAu} 120·POKE·j,x:NEXT:MEMORY·30000
{IoAq} 130·IF·y<>6448·GOTO·150
{MqAr} 140·LOAD"menu":CALL·a
{MmAp} 150·PRINT"data·error
```

• Multiface pokes for the 70 cover tape

Address	Poke	Effect
Switchblade demo		
1AB5	00	Inf. lives
Megaphoenix demo		
1C03	A7	Inf. lives
Future Knight		
0799	A7	Inf. lives
Balldozer		
4473	18	
4474	0B	Inf retries
4475	E3	



run right until you are about half a centimetre from the guard then jump – you will go straight past him and on to the last screen of level 1. It takes some practice but, when you get it right you can use it the guards on level 2...

● To defeat the ghost on level 12, step back so that he no longer attacks you and put away your weapon. He will do the same. Then run into him and he will disappear. Go left, then off the edge and a platform will appear beneath your feet...



● Your prince can jump in a variety of ways: from a standstill he can jump 2 tiles, and 3 with a run. When jumping over a gap you have more control from a standstill. Jump (diagonally up) and hold the Fire button so that he can grab the edge of the opposite platform.

● Don't ignore the secret rooms – they often contain useful potions. And don't use the potions until absolutely necessary. You cannot kill the skeletons, so fight them back over the edge of the platform...

Thanks, chaps. Have a sultana each.

telephone number (not that useful) to the club Xifo.

3) Program the computer so that it can translate alien language and robot language. This is extremely useful as you will need to talk to all races.

• Go out of the far door.

• The club/bar on the second screen is useless except for buying drinks and provides little info from the wierd alien.

• Go out of the far door.

• On the next screen, go to the credit exchange centre and swap around 900 credits (for around 1800 krells)

• Don't bother going to the hotel, it is very expensive.

• Get some food from the snack bar.

Then go down the centre of the screen, onto the next and carry on forward. Make sure you go to the gunsmiths and stock up with loads of ammo. Don't steal from the gunsmith or you won't be able to shop there again.

• Search the screen (for a salad) and exit left.

• Go to the doctors and buy lots of energy pills, they are very useful.

• By now you should have come across a Glokmup carrying a permit. Don't buy it, it costs too much. Instead, blow him to pieces and nick it. (saves money!)

• What you really need now is a Xifo card. Go to the night bar and have a chat with the woman about Merigo. She will tell you which type of creature has information (it's usually a Skunk or Kradokid).

• Hang around the bar until you find the one with the Xifo card. Offer him 100 krells for info on Merigo, then rip him apart for the card (a bit antisocial, but there you go!). The information is that Merigo usually goes to the Xifo club around 1.00 – be there.



• Go to the Xifo club at 1.00 am and slaughter Merigo (it helps to have armour, but he's not that tough!)

• Go to the dance place (opposite the arcade), Lydia should be there.

• Dance with her, and try to dance well. If she is impressed she'll hang around with you.

• While you're in the area have a go at Bizzy. Sometimes a bloke will challenge you to a game (be warned – he is pretty good). A good way to win is to give each shape a number, and write down the numbers each time. That way you can usually beat him.

• Now, go along (with Lydia) to the Drag port and visit the drag hirer. If you haven't enough, Lydia will step in and give you a phone number of Crisa Kortakis.

• If you need money, phone the number and ask for an appointment. Then pop along to Kortakis's place (opposite the club Xifo). The tough guy will let you in and you can speak to Kortakis.

• Ask him for credits and he will give you 6,000.

• Don't ask him to leave Selenia, he will kill you!

• Once you've changed the credits into Krells, go to the drag hirer and hire a drag ship (good animation)

• You'll end up inside Vrangor's quarters.

• You should have got the Epsilon access code from the drag port. Plug this code into the machine, and access will be allowed.

• Before you do this, eat enough energy pills to boost your strength, as a fight with Vrangor is coming up.

• Vrangor, tough as he might seem, is a bit of a wimp, and is fairly easy to waste.

• You've rescued Earth. Sit back and watch the OK (ish) final screen.

• Then you can carry on exploring the world of Selenia.

AA

MULTIFACE MYSTERY

Up in the wilds of Cleveland... Darlington, to be more precise... lives the mysterious Multiface poker. He/she has assembled a booklet of well over 1,000 multiface pokes, and sent them here, anonymously, to us. Among the leaves are around 60 pokes that have never yet seen the light of day in *Cheat Mode*...

So, over the next couple of months, a special selection of his/her work will be documented here for your perusal. The chips are down, mystery Multiface poker, who are you? A sumptuous prize awaits...

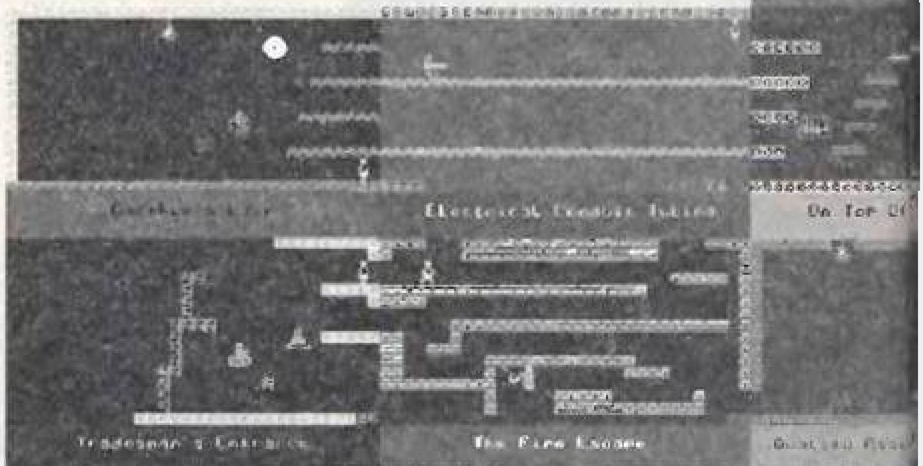
NAME	ADDRESS	POKE	EFFECT
Boy Racer	83E4	AF	Indestructable (player 1)
	83CA	AF	Indestructable (player 2)
Breakthru	BE38	00	255 lives
Bubbler	A74E	B7	Inf. lives
Championship Sprint (t)	4646	04	Don't lose car
	2346	04	Inf. Spanners
Cobra Force	417F	8F)	Inf. lives
	41CC	B3)	
Colussieum	68C4	00	Inf. lives
Cybernoid	16AF	FF	Inf. lives
Cybernoid 2	2AD6	C9	Invulnerability
Devils Crown	917F	00	Inf. Oxygen
Doors of Doom	85F6	A7	Inf. energy
Elven warrior	18DF	00	Inf. keys
	1B26	00	Inf. arrows etc.
Exploding wall	420D	00	Inf. lives
Fernandez must die	538C	A7	Inf. lives
Firetrap	6DCB	FF	255 lives
Front line	F41B	A7	Inf. troops
Gi Hero	4D8B	00	Inf. magazine
	48E8	00	Inf. ammo
Gunfright	8EE6	00	Inf. lives
Gyroscope	5308	C9	Invulnerability
Heartland	4725	00	Inf. energy
Herberts Dummy Run	1D08	00	Inf. lives
Impossible mission	2632	21	Inf. lift
	2659	21	Inf. snooze
	265B	00	Passwords
Joe Blade	105D	00	Inf. lives
	1430	00	Inf. uniform
	1284	00	Inf. keys

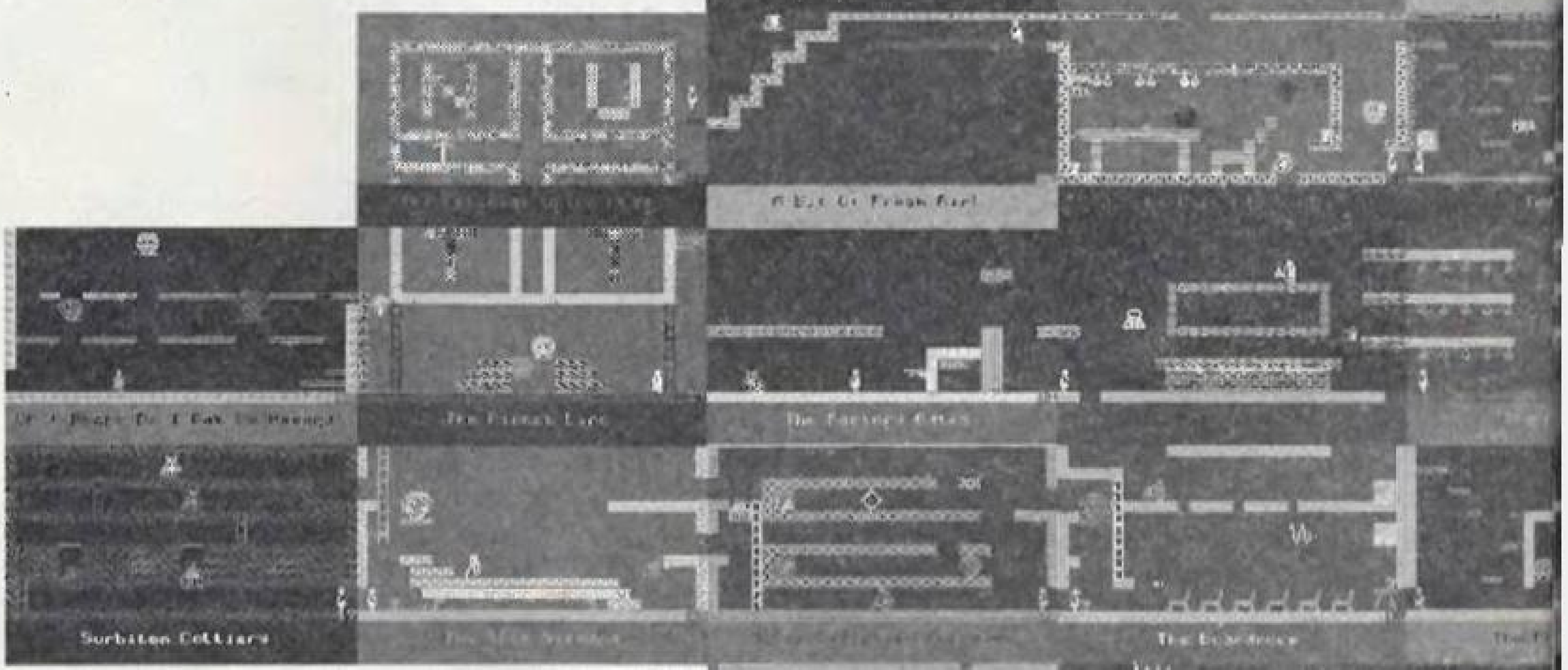
TECHNICIAN

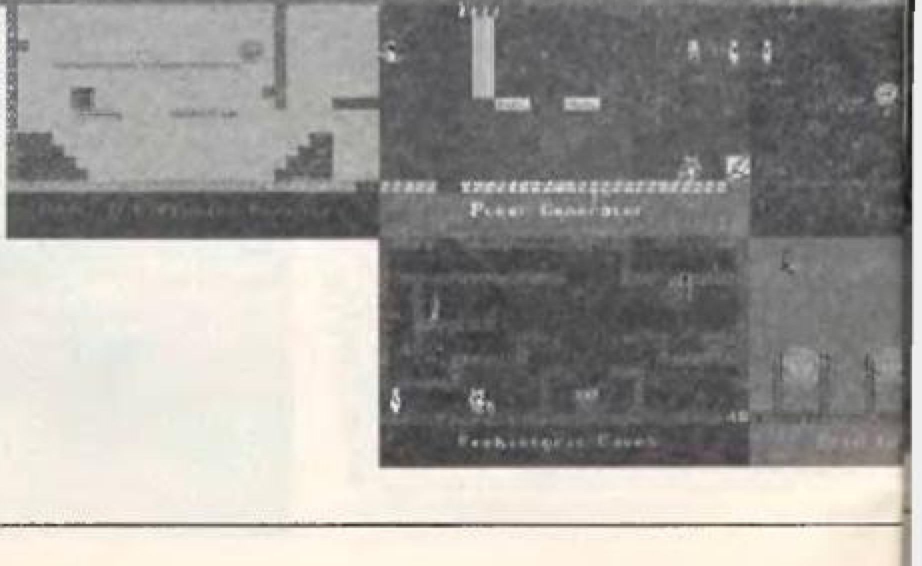
OK, so how many of you have managed to finish *Technician Ted*? Well, let me tell you a secret – you're goin' to struggle! Here's a tip/map/poke that should help you out. The poke loads via the AA menu from either tape or disk, and allows you to shift position by pressing the up (increase the room no.) and down (decrease the room no.) arrow keys.

The rooms aren't logically set out – follow the room numbers, but be careful, you might arrive in mid air or, worse still, fall into the sewer (fatal). Each time you move the energy is reset to maximum (even if it doesn't appear so). Plus, because you need to complete certain tasks by specified times the clock has been stopped... Sometimes, I amaze myself!

```
{PsAp} 1·'·Technician·Ted
{PnAt} 2·'·Up·and·Down·Arrow·keys
{BxAp} 3·'·alter·position.
{GsAs} 4·'·(my·head·aches!)
{FuAj} 5·'
{CvAs} 10·DATA·3a,22,44,3c,fe,30
{LvAu} 20·DATA·20,01,af,18,0a,3a
{OpAt} 30·DATA·22,44,3d,fe,ff,20
{PoAt} 40·DATA·02,3e,2f,32,22,44
{OtAr} 50·DATA·af,32,2c,44,32,2d
{NvAs} 60·DATA·44,c3,67,4d,3e,00
{GiAu} 70·DATA·cd,4c,66,cb,47,ca
{GoAu} 80·DATA·00,01,cb,57,ca,0b
{KqAt} 90·DATA·01,18,21,21,22,01
{ClAt} 100·DATA·11,4d,50,01,11,00
{GnAv} 110·DATA·ed,b0,af,32,85,59
{LxAs} 120·DATA·c3,c4,4a,21,33,01
{OlAv} 130·DATA·22,d4,86,c3,e8,80
{HkAr} 140·FOR·x=&100·TO·&14D
{LnAt} 150·READ·a$:a=VAL("&"+a$)
{HsAt} 160·POKE·x,a:y=y+a:NEXT
{EnAt} 170·IF·y<>&1A60·THEN·210
{DnAp} 180·MEMORY·&2000
{HuAn} 190·LOAD"menu
{KlAn} 200·CALL·&145
{ApAs} 210·PRINT"data·error!"
```







IT'S COMPO (LAST WHINE OF THE SUMMER) TIME

OK, all you (so called) games players, now that you have enough info to beat the game, here's your chance to win yourselves £25 worth of goodies just like our regular cheatin' chappies... All you have to do is write and tell us what Ted's reward is at the end of the game. The first out of the dustbin scoops the prize. You can have until the end of October to sort it. So get waggling, and send your entries to: "What Ted Deserves...", Amstrad Action, 29 Monmouth Street, Bath, Avon

TED

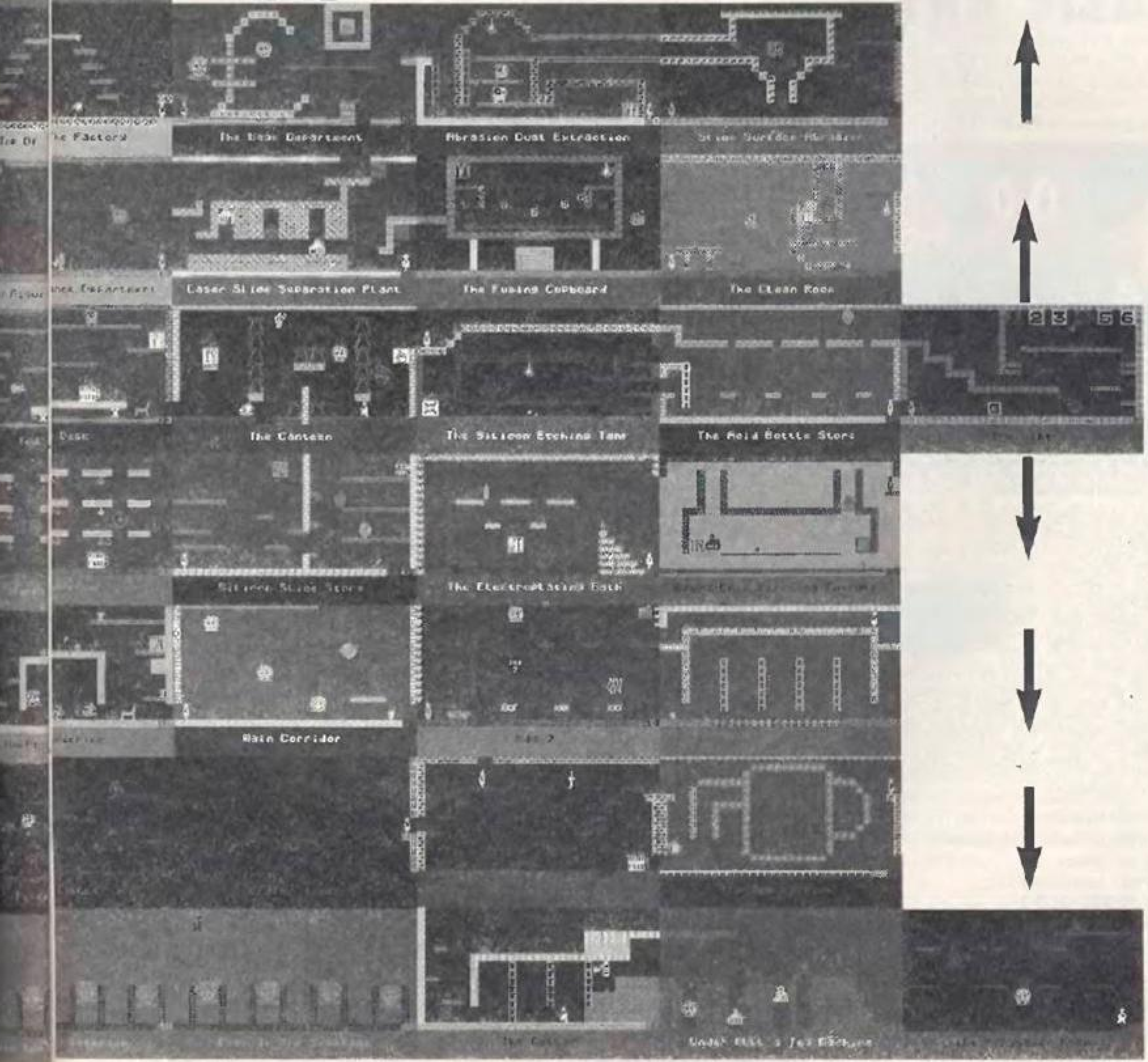


TIMING TIPS

We've managed to dig up some tips (but daren't tell you where from) for *Technician Ted*. You need to complete the tasks within time limits in order to finish the game (room numbers – for the poke – in brackets).

Ted's Desk	(03)	by 08.56
Silicon Slice Store	(04)	by 09.09
Slice Diffusion Furnace	(05)	by 09 27
Fuming Cupboard	(06)	by 09.58
Clean Room	(07)	by 10.07
Silicon Etching Plant	(08)	by 10.22
Canteen	(09)	by 10.40
Photocopier	(10)	by 11.12
Boardroom	(11)	by 11.25
Slice Surface Abraision	(12)	by 11.56
Laser Slice Separation	(13)	by 12.15
Bay 7	(14)	by 12.34
Micro Chip Mounting	(15)	by 12.59
Tea Machine	(16)	by 13.02
Power Generator	(17)	by 13.18
Electro Plating Bath	(18)	by 14.00
Quality Assurance Dept.	(19)	by 14.25
Abrasion Dust Extract	(20)	by 14.38
Matthew's Lair	(21)	by 14.58
We Call Him Sir	(22)	by 15.50
The Wage Department	(23)	by 16.07

After completing these go through the Picket Line, run up the flag and down the middle and into the room on the far left called "OK! Where Do I Get My Reward?" If you can get to the other side of this room then the game is won.



Type-ins

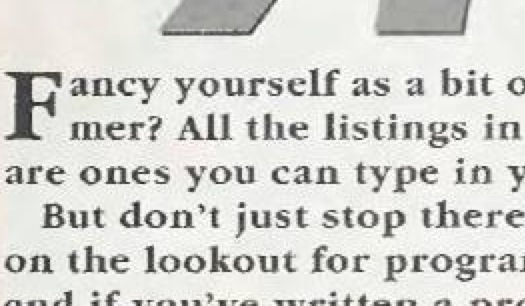
Fancy yourself as a bit of a programmer? All the listings in this section are ones you can type in yourself.

But don't just stop there! We're always on the lookout for programming talent, and if you've written a program you think is good enough for publication, send it in – you could win £20!

Send your programs to: *Type-ins, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*

BASIC ART

James Jackson lives in Newport, which is in the Isle of Wight. Well actually it's in Wales as well, but that's a different Newport and James doesn't live in that one. In between doing whatever it is people on the Isle of Wight do, James



● And here's one James did earlier. It's called *Pink Square Man who can't tie his shoelaces has a carrot for breakfast.*

has also found time to knock up this pretty neat little art programme, which works on all CPCs.

Full instructions are included in the prog, which gives you ten pen colours, lines and fills. It is, as the title suggests, fairly basic, but with a bit of time and patience, the end results can be pretty stunning. You'll be acting like Rolf Harris in next to no time (making silly noises and harbouring strange desires towards kangaroos).

```
{JpAm} 10·'Basic·Art
{OmAt} 20·'By·Jaxson·(James·Jackson)
{DpAo} 30·'January·'91
{NsAr} 40·'Instructions·of·use
{CvAp} 50·SPEED·WRITE·1
{IxBv} 60·INK·0,0:INK·1,26:INK·3,6:BORDER·0:PAP
       ER·0:PEN·1:MODE·1
{OvCj} 70·PEN·0:PAPER·2:PRINT·SPACE$(55)+"Basic
       ·Art!"+SPACE$(55):PAPER·0:PEN·1
{LsAq} 80·WINDOW·1,40,4,25
{BtCu} 90·PRINT:PRINT"This·is·a·Basic·Art·Progr
       amme·which·····includes·the·FILL·command
       ·for·the·464."
{LtBv} 100·PRINT:PRINT"Press·any·key·to·continu
       e...":CALL·&BB18
{OwGv} 110·CLS:PRINT:PRINT"The·controls·are·:-
       ":PRINT:PRINT"Q-A-O-P·or·Joystick·to·mov
       e·the·cursor.":PRINT:PRINT"And·Space·or·
       Fire·to·place·the·pixel.":PRINT:PRINT"Us
       e·the·numbers·on·the·top·of·the·······ke
       yboard·to·select·the·PEN·number."
{KwCn} 120·PRINT:PRINT:PRINT"Press·any·key·for·
       the·PEN·colours...":CALL·&BB18
{NcGv} 130·CLS:PRINT:PRINT:PRINT"PEN·0=Black":P
       RINT"PEN·1=White":PRINT"PEN·2=Green":PRI
       NT"PEN·3=Orange":PRINT"PEN·4=Red":PRINT"
       PEN·5=Purple":PRINT"PEN·6=Blue":PRINT"PE
       N·7=Grey":PRINT"PEN·8=Yellow":PRINT"PEN·
       9=Pink"
{JpCw} 140·PRINT:PRINT"Write·them·down·to·remem
       ber·them.":PRINT:PRINT"Press·any·key..."
       :CALL·&BB18
{PrHr} 150·CLS:PRINT:PRINT"Other·commands...":P
       RINT:PRINT"Press·S·to·save·the·picture·o
       nto·tape":PRINT:PRINT"Press·F·to·fill·in
       ·the·shape·(Using·any·colour)":PRINT:PRI
       NT"Press·L·to·load·screen·from·tape":PRI
       NT:PRINT"Press·Shift·and·Enter·to·clear·
       screen"
{CpBw} 160·PRINT:PRINT"Press·any·key·to·continu
       e...":CALL·&BB18
{IvGr} 170·CLS:PAPER·3:PEN·0:PRINT·SPACE$(15)+"
       Warning!!!"+SPACE$(15):PAPER·0:PEN·1:PRI
       NT:PRINT"When·FILLing·the·shape·must·hav
       e·an·····outline...But·if·you·forget·thi
       s·I·have·installed·an·emergency·stop·for
       ·the·····FILLing·sequence..."
{DnCo} 180·PRINT:PRINT"...Just·press·the·TAB·ke
       y·when·FILLing··to·stop·the·sequence.."
{HwCl} 190·PRINT:PRINT"Don't·forget·that·my·FIL
       L·version·will··only·FILL·downwards"
{KoBn} 200·PRINT:PRINT"Press·any·key...":CALL·&
       BB18
{KtEq} 210·CLS:PRINT:PRINT:PRINT:PRINT"You·are·
       now·ready·to·use·the·Basic·Art··Programm
       e...":PRINT:PRINT"...so·press·any·key·to
       ·start..."+CHR$(143)
{BqAq} 220·CALL·&BB18
{ClAl} 230·st=4
{EmAk} 240·mo=0
{EsBw} 250·MODE·mo:A=1:INK·0,0:INK·1,26:INK·2,1
       8:INK·3,15:BORDER·0
{EwBp} 260·INK·4,6:INK·5,7:INK·6,2:INK·7,27:INK
       ·8,24:INK·9,16:
{CiAu} 270·X=320:Y=200:WINDOW·1,40,1,1
{DtAt} 280·PRINT·CHR$(23)CHR$(1)
{AkCi} 290·IF·a=0·THEN·PLOT·x,y,1:FOR·n=1·TO·15
       :NEXT·n:PLOT·x,y,1:GOTO·310
{PkBn} 300·PLOT·x,y,a:FOR·n=1·TO·15:NEXT·n:PLOT
       ·x,y,a
{LmBo} 310·IF·INKEY(27)=0·OR·INKEY(75)=0·THEN·X
       =X+st
{KoBo} 320·IF·INKEY(34)=0·OR·INKEY(74)=0·THEN·X
       =X-st
{LkBp} 330·IF·INKEY(69)=0·OR·INKEY(73)=0·THEN·Y
       =Y-2
{LvBi} 340·IF·INKEY(64)=0·THEN·A=1
{BmBj} 350·IF·INKEY(65)=0·THEN·A=2
{GuBi} 360·IF·INKEY(57)=0·THEN·A=3
{AjAw} 370·IF·INKEY(56)=0·THEN·A=4
{FoAw} 380·IF·INKEY(49)=0·THEN·A=5
{EsBi} 390·IF·INKEY(18)=32·THEN·230
{NpAx} 400·IF·INKEY(48)=0·THEN·A=6
{GsAw} 410·IF·INKEY(41)=0·THEN·A=7
{HxBi} 420·IF·INKEY(40)=0·THEN·A=8
{PkAx} 430·IF·INKEY(33)=0·THEN·A=9
{OuBj} 440·IF·INKEY(53)=0·THEN·GOTO·560·
{LuBk} 450·IF·INKEY(36)=0·THEN·LOAD"!screen"
{NkAw} 460·IF·INKEY(32)=0·THEN·a=0
{PqBo} 470·IF·INKEY(67)=0·OR·INKEY(72)=0·THEN·Y
       =Y+2
{GtBw} 480·IF·INKEY(47)=0·OR·INKEY(76)=0·THEN·G
       OTO·490·ELSE·GOTO·500
{IiCq} 490·LOCATE·1,1:PRINT·CHR$(23)CHR$(0):PLO
       T·x,y,a:LOCATE·1,1:PRINT·CHR$(23)CHR$(1)
{MrBw} 500·IF·INKEY(60)=0·THEN·CLS:SAVE"!SCREEN
       ",b,&C000,&4000
{FuAr} 510·IF·X<0·THEN·X=0
{LxAt} 520·IF·Y<0·THEN·Y=0
{FsAt} 530·IF·X>638·THEN·X=638
{ExAu} 540·IF·Y>380·THEN·Y=380
{NuAl} 550·GOTO·290
{PvAk} 560·'fill
{DuBp} 570·P=TEST(X,Y):LOCATE·1,1:PRINT·CHR$(23
       )CHR$(0)
{LtAo} 580·CEN=X:GOTO··600
{IrBj} 590·Y=Y-2:IF·TEST(X,Y)<>P·THEN·GOTO·280
{FrBu} 600·X=X-
       st:IF·TEST(X,Y)=P·THEN·GOTO·610·ELSE·XL=
       X:GOTO·620·
{FnBo} 610·IF·INKEY(68)=0·THEN·GOTO·280·ELSE·GO
       TO·600
{CkAl} 620·X=CEN
{LuBt} 630·X=X+st:IF·TEST(X,Y)=P·THEN·GOTO·640·
       ELSE·XR=X:GOTO·650·
{HxBo} 640·IF·INKEY(68)=0·THEN·GOTO·280·ELSE·GO
       TO·630
{LrAu} 650·MOVE·XL+4,Y:DRAW·XR-4,Y,A
{CxAr} 660·CEN=((XR-XL)\2)+XL
{KtAr} 670·X=((XR-XL)\2)+XL·
```

```
{CpAn} 680·GOTO·590
{PiAk} 690·GOTO·290
```

FONTASTIC

Bored with that boring old screen font leaping out at you all the time, the way that boring old screen fonts do? Well be bored no longer, Gareth Robinson of Co Armagh is here, and he's brought a snazzy new screen font with him. Type it in, save it, run it, and then spend the rest of your life sitting in front of the monitor going "ah, it's lovely". Makes programming a pleasure and apathy a sin. Or something like that.



● *Fontastic gives you a new screen font which looks a bit like the one pictured above. Well, exactly like it actually.*

```
{CiBj} 1·SYMBOL·AFTER·32:'··FONTASTIC·FONT
{EtDn} 10·MODE·1:LOCATE·15,1:PRINT"FONTASTIC":L
       OCATE·11,2:PRINT"By·Gareth·Robinson":LOC
       ATE·16,3:PRINT"(c)1991"
{EpBt} 20·PRINT:PRINT:PRINT"··Type·SYMBOL·AFTER
       ·32·for·normal·font"
{OuCj} 30·PRINT:PRINT:PRINT:SYMBOL·AFTER·32:PRI
       NT"ABCDEFGHIJKLMNOPQRSTUVWXYZ"
{KsCi} 40·FOR·num=65·TO·90:READ·a,b,c,d,e,f,g,h
       :'read·data·for·symbols
{AnAu} 50·SYMBOL·num,a,b,c,d,e,f,g,h
{PpBn} 60·NEXT:PRINT·"ABCDEFGHIJKLMNOPQRSTUVWXY
       Z":GOTO·200
{BwBx} 70·DATA·6,14,30,54,102,206,156,0,248,206
       ,206,248,206,206,248,0
{KqBx} 80·DATA·254,254,192,192,192,254,254,0,24
       0,252,198,194,198,252,240,0
{IxBw} 90·DATA·254,254,192,240,192,254,254,0,25
       4,254,192,240,192,192,192,0
{BrCi} 100·DATA·254,254,192,198,198,254,254,0,1
       98,198,254,254,254,198,198,0
{BkBs} 110·DATA·124,56,56,56,56,56,124,0,62,62,
       12,12,204,252,120,0
{HkCk} 120·DATA·206,220,216,240,216,220,206,0,1
       92,192,192,192,192,254,254,0
{AvCk} 130·DATA·254,254,214,214,214,214,214,0,2
       06,230,246,214,222,206,230,0
{KtCi} 140·DATA·124,254,238,198,238,254,124,0,2
       48,254,198,254,248,192,192,0
{PtBv} 150·DATA·252,252,196,212,204,254,6,0,248
       ,254,198,254,216,204,198,0
{HtBu} 160·DATA·126,254,96,56,12,254,252,0,254,
       254,56,56,56,56,56,0
{DjCk} 170·DATA·198,198,198,198,238,254,124,0,1
       30,130,198,238,124,56,16,0
{HlCj} 180·DATA·198,214,214,214,214,254,254,0,1
       98,238,124,56,124,238,198,0
{EiBx} 190·DATA·198,238,124,56,112,224,192,0,12
       6,254,12,56,96,254,252,0
{DjBm} 200·PRINT:PRINT"abcdefghijklmnopqrstuvwx
       yz"
{DlCo} 210·FOR·num=97·TO·122:READ·a,b,c,d,e,f,g
       ,h:'read·data·for·symbols·again
{CqAv} 220·SYMBOL·num,a,b,c,d,e,f,g,h
{NrBp} 230·NEXT:PRINT"abcdefghijklmnopqrstuvwxy
       z":GOTO·370
{CvBx} 240·DATA·0,0,124,4,124,68,124,0,64,64,12
       4,68,68,68,124,0
{CtBt} 250·DATA·0,0,124,64,64,64,124,0,4,4,124,
       68,68,68,124,0
{PkBw} 260·DATA·0,0,124,68,124,64,124,0,60,64,6
       4,120,64,64,64,0
{KxBw} 270·DATA·0,0,124,68,124,4,124,0,64,64,12
       4,68,68,68,68,0
{NiBr} 280·DATA·16,0,16,16,16,16,16,0,16,0,16,1
       6,16,16,112,0
{PlBr} 290·DATA·64,64,72,80,96,80,72,0,64,64,64
       ,64,64,64,112,0
{JvBr} 300·DATA·0,0,124,84,84,84,68,0,0,0,124,6
       8,68,68,68,0
{CnBw} 310·DATA·0,0,124,68,68,68,124,0,0,0,124,
       68,124,64,64,0
{JpBs} 320·DATA·0,0,124,68,124,4,4,0,0,0,60,64,
       64,64,64,0
{FsBu} 330·DATA·0,0,124,64,124,4,124,0,64,64,12
       0,64,64,64,124,0
{OvBv} 340·DATA·0,0,68,68,68,68,124,0,0,0,68,68
       ,68,40,16,0
{GjBt} 350·DATA·0,0,68,84,84,84,124,0,0,0,68,40
       ,16,40,68,0
{LvBs} 360·DATA·0,0,68,68,124,4,124,0,0,0,124,8
       ,16,32,124,0
{EkAu} 370·PRINT:PRINT"1234567890"
{GtCp} 380·FOR·num=48·TO·57:READ·a,b,c,d,e,f,g,
       h:'read·data·again(last·time·honest!)
{GpAv} 390·SYMBOL·num,a,b,c,d,e,f,g,h
{JiAw} 400·NEXT:PRINT"1234567890":END
{GiBx} 410·DATA·124,68,68,68,68,68,124,0,16,48,
       80,16,16,16,124,0
{OrBu} 420·DATA·124,68,68,8,16,32,124,0,124,68,
       4,124,4,68,124,0
{PxBt} 430·DATA·64,64,80,80,124,16,16,0,124,64,
       64,124,4,4,124,0
{EqBv} 440·DATA·124,64,64,124,68,68,124,0,124,4
       ,4,8,16,32,64,0
{KjCk} 450·DATA·124,68,68,124,68,68,124,0,124,6
       8,68,124,4,4,124,0
```

QUICK FORMAT

Isn't it awful, you know, having to wait 34 seconds for one side of a CF2 to format under *CP/M+*? Thank heavens for Adrian Forbes, who comes from a town in Scotland that sounds like a throat infection. He's written a programme that does the job in half the time. Format two discs for the price of one. Or just format one, and use the time you've saved to run up and down a flight of stairs.

But hey, let's be careful out there. Make sure you don't accidentally reformat the disc with the *Quick Format* programme on it. You'd have to be pretty stupid to do that (oops).

```
{FqAj} 1·'
{EqAo} 2·'·QuickFormat
{IpAk} 3·'·by
{BxAq} 4·'·Adrian·Forbes
{FuAj} 5·'
{JpAu} 10·MODE·1:PRINT"Please·wait..."
{NvAl} 20·GOSUB·150
{LiAl} 30·MODE·1
{EuAw} 40·INPUT·"(D)ata·or·(V)endor";f$
{PqAn} 50·PRINT"Sure·(Y/N)"
{OoAw} 60·a$=INKEY$:IF·a$=""·THEN·60
{LoBi} 70·IF·LOWER$(a$)<>"y"·THEN·GOTO·60
{KnAl} 80·MODE·1
{LuCm} 90·PRINT"Insert·disc·to·format·in·drive·
       A":PRINT"Then·press·a·key..."
{GjAp} 100·CALL·&BB18
{BiAm} 110·MODE·1
{FqAs} 120·PRINT"Formatting..."
{LsAm} 130·|QF,f$
{CsAm} 140·GOTO·30
{BtAl} 150·ch=0
{KtAn} 160·add=&4000
{NnAn} 170·ln=310
{BwAq} 180·FOR·x=1·TO·8
{PvAt} 190·READ·a$:a=VAL("&"+a$)
{OuAn} 200·POKE·add,a
{NmAo} 210·add=add+1
{NjAn} 220·ch=ch+a
{GqAk} 230·NEXT
{NsAn} 240·READ·ch$
{EnBs} 250·IF·ch<>VAL("&"+ch$)·THEN·PRINT"Error
       ·in·line";ln:END
{LsAo} 260·ln=ln+10
{MpAl} 270·ch=0
{CwBi} 280·IF·ln<>510·THEN·GOTO·180
{IwAo} 290·CALL·&4000
{EtAn} 300·RETURN
{FnBk} 310·DATA·21,8D,40,01,91,40,C3,D1,354
{JrBl} 320·DATA·BC,FE,01,C0,21,9A,40,06,37C
{IkAv} 330·DATA·09,36,00,23,36,00,23,36,F1
{MnAv} 340·DATA·00,23,36,02,23,10,F2,21,1A1
{JvBk} 350·DATA·88,40,CD,D4,BC,22,89,40,410
{AiBj} 360·DATA·DD,6E,00,DD,66,01,23,5E,310
{PrBj} 370·DATA·23,56,1A,FE,44,CA,82,40,35F
{IjBj} 380·DATA·FE,64,CA,80,40,3E,41,32,39D
{AlBm} 390·DATA·8C,40,11,00,00,06,28,C5,1D0
{BxBl} 400·DATA·21,9A,40,7A,06,03,77,23,21E
{AlBj} 410·DATA·23,23,23,10,F9,3A,8C,40,278
{PpBk} 420·DATA·06,05,21,9C,40,CD,73,40,288
{ItBj} 430·DATA·06,04,21,A0,40,CD,73,40,28B
{MqBk} 440·DATA·21,9A,40,DF,89,40,14,C1,378
{MkBk} 450·DATA·10,D5,C9,77,23,23,23,23,2B1
{MwBj} 460·DATA·23,23,23,23,3C,10,F4,C9,295
{IqBj} 470·DATA·3E,C1,32,8C,40,C3,3F,40,33F
{GlAv} 480·DATA·86,00,00,07,00,00,00,00,8D
{FiAx} 490·DATA·00,97,40,C3,09,40,C9,51,2FD
{KjAu} 500·DATA·C6,00,20,00,00,02,00,00,E6
{GkAn} 510·DATA·end
```

WATCH

Chi Keong Lee comes from Morden in Surrey, where I was once twenty minutes late meeting someone for a business lunch. How much embarrasment could I have saved by having a copy of *Watch* back then? (Not a lot to be honest, the power cable won't stretch that far.) It's a fab little interrupt driven, RSX controlled util-

ity that flings a clocky sort of thing at the top of the screen. Full details are included.

Unfortunately it won't work on the 6128 plus, and you'll need to enter tape mode to run it on the 6128. A special treat for tape users who can't use *Quick Format*. You can't say we don't care. Well you can, but we'd come round and thump you if you did.

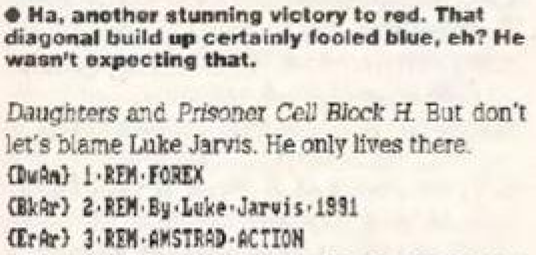
£20

```
{BsAl} 1·'·WATCH
{OsAq} 2·'·by·Chi·Keong·Lee
{DnAn} 3·'·Aged·14·male
{FtAj} 4·'
{IxAl} 10·MODE·2
{MxCi} 20·PRINT"Will·you·be·using·a·disc·drive·
       whilst·Watch·is·installed?··[Y/N]"
{IpAl} 30·a$=""
{EwBj} 40·WHILE·a$="":a$=LOWER$(INKEY$):WEND
{CjBi} 50·IF·a$="n"·THEN·row=14:GOTO·80
{PrBi} 60·IF·a$="y"·THEN·row=12:GOTO·80
{NqAl} 70·GOTO·30
{KwAr} 80·PRINT·a$:LOCATE·1,4
{FqAp} 90·PRINT"'Watch'"
{GwBi} 100·PRINT"by·Chi·keong·Lee":LOCATE·1,7
{h},{m 110·PRINT"|ISET
{h},{m 120·PRINT"|ASET
{FkAu} 130·PRINT"|ON····turn·on·Watch."
{MiAx} 140·PRINT"|OFF···turn·off·Watch."
{PwAu} 150·IF·row=12·THEN·GOTO·180
{PuBk} 160·PRINT"|DON···turn·display·on."
{CoBm} 170·PRINT"|DOFF··turn·display·off."
{NjAu} 180·PRINT:PRINT"·Please·Wait..."
{DsAr} 190·tot=0:loc=&BE58
{ClBk} 200·READ·a$:IF·a$="end"·THEN·GOTO·240
{DkAw} 210·byt=VAL("&"+a$):POKE·loc,byt
{ClAx} 220·loc=loc+1:tot=tot+byt
{NtAl} 230·GOTO·200
{CoAx} 240·IF·row=14·THEN·GOTO·260
{HuAu} 250·POKE·&BF63,&8F:POKE·&BF60,&8F
{MkBw} 260·IF·tot<>40919·THEN·PRINT"Please·chec
       k·lines·200·to·630.":END
{OwAt} 270·LOCATE·1,row:CALL·&BF3D
{GiAw} 280·PRINT"Watch·now·installed.":END
{PmAi} 290·'
{FmAs} 300·'·Data·lines,be·careful·:
{GuBk} 310·DATA·3E,C3,32,DB,BE,3E,89,32,DC,BE
{MsBk} 320·DATA·3E,BF,32,DD,BE,C9,3E,CD,32,DB
{JnBk} 330·DATA·BE,3E,78,32,DC,BE,3E,BB,32,DD
{KoBj} 340·DATA·BE,C9,2A,43,2E,4B,2E,4C,2E,2A
{GuBj} 350·DATA·16,0A,CD,87,BE,16,01,0E,00,92
{PiBk} 360·DATA·38,03,0C,18,FA,82,F5,79,C6,30
{MlAx} 370·DATA·CD,5A,BB,F1,C9,00,00,00,00,00
{OrAu} 380·DATA·00,00,00,00,00,00,00,00,00,00
{NvAv} 390·DATA·00,00,00,00,00,00,00,00,00,00
{DiBk} 400·DATA·00,00,21,99,BE,34,7E,FE,3C,C2
{GlBi} 410·DATA·DB,BE,3E,00,77,21,9A,BE,34,7E
{LwAx} 420·DATA·FE,3C,C2,DB,BE,3E,00,77,21,9B
{JlBk} 430·DATA·BE,34,7E,FE,0D,C2,DB,BE,3E,01
{OuBm} 440·DATA·77,CD,78,BB,22,9F,BE,21,01,01
{LjBl} 450·DATA·CD,75,BB,3A,9B,BE,CD,80,BE,3E
{MuBl} 460·DATA·3A,CD,5A,BB,3A,9A,BE,CD,80,BE
{GxBn} 470·DATA·3E,3A,CD,5A,BB,3A,99,BE,CD,80
{ItBo} 480·DATA·BE,2A,9F,BE,CD,75,BB,3A,9C,BE
{HjBl} 490·DATA·21,99,BE,BE,C0,3A,9D,BE,23,BE
{DxBk} 500·DATA·C0,3A,9E,BE,23,BE,C0,21,2D,BF
{BpBk} 510·DATA·7E,FE,FF,C8,23,4E,CD,34,BD,23
{FtBj} 520·DATA·C3,20,BF,00,FF,01,00,07,3E,08
{EpBi} 530·DATA·10,0B,64,0C,80,0D,0A,FF,00,21
{PrBn} 540·DATA·AB,BE,06,01,11,B4,BE,CD,EF,BC
{AsBn} 550·DATA·21,A1,BE,01,51,BF,C3,D1,BC,65
{FrBi} 560·DATA·BF,C3,7A,BF,C3,90,BF,C3,A6,BF
{DuBj} 570·DATA·C3,B2,BF,C3,68,BE,C3,58,BE,54
{BtBj} 580·DATA·53,45,D4,41,53,45,D4,4F,CE,4F
{JoAw} 590·DATA·46,C6,44,4F,CE,44,4F,46,C6,00
{DrBk} 600·DATA·FE,03,C0,DD,7E,00,32,99,BE,DD
{GwBj} 610·DATA·7E,02,32,9A,BE,DD,7E,04,32,9B
{LsBl} 620·DATA·BE,C9,FE,03,C0,DD,7E,00,32,9C
{KlBk} 630·DATA·BE,DD,7E,02,32,9D,BE,DD,7E,04
{InBj} 640·DATA·32,9E,BE,C9,21,A5,BE,11,32,00
{LiBj} 650·DATA·01,32,00,C3,E9,BC,21,A5,BE,C3
{MvAp} 660·DATA·EC,BC,end
```

FOREX

You'll probably recognise the idea. *Forex* is a game for two players. Hit a number 1-7 to drop a cross, and try to get a row of four (across, down or diagonally) before your opponent. This listing has been brought to you from the country that gave us Kylie and Danii Minogue, *Neighbours*, *Home and Away*, *Sons and Daughters* and *Prisoner Cell Block H*. But don't let's blame Luke Jarvis. He only lives there.

£20



● Ha, another stunning victory to red. That diagonal build up certainly fooled blue, eh? He wasn't expecting that.

```
{DwAn} 1·REM·FOREX
{BkAr} 2·REM·By·Luke·Jarvis·1991
{ErAr} 3·REM·AMSTRAD·ACTION
{IuGu} 4·SYMBOL·246,0,28,62,127,127,127,63,31:S
       YMBOL·247,0,0,0,0,129,195,231,255:SYMBOL
       ·248,0,56,124,254,254,254,252,248:SYMBOL
       ·249,15,7,3,1,1,3,7,15:SYMBOL·250,240,22
       4,192,128,128,192,224,240:SYMBOL·251,31,
       63,127,127,127,62,28
{HxBv} 5·SYMBOL·252,255,231,195,129:SYMBOL·253,
       248,252,254,254,254,124,56
{IvFi} 6·x$=CHR$(246)+CHR$(247)+CHR$(248)+CHR$(
       8)+CHR$(8)+CHR$(8)+CHR$(10)+CHR$(249)+CH
       R$(143)+CHR$(250)+CHR$(8)+CHR$(8)+CHR$(8
       )+CHR$(10)+CHR$(251)+CHR$(252)+CHR$(253)
{JlEi} 7·ENV·1,5,-1,1:ENT·1,10,-
       20,1:BORDER·0:INK·0,0:INK·1,24:INK·2,2:I
       NK·3,6:PAPER·1:MODE·1:WINDOW·6,34,1,25:C
       LS:WINDOW·1,40,1,25
{OtCt} 8·FOR·i=0·TO·6:PLOT·88,i*64+8,0:DRAW·536
       ,i*64+8:NEXT:FOR·i=0·TO·7:PLOT·i*64+88,8
       :DRAW·i*64+88,392:NEXT
{HxEq} 9·PEN·0:FOR·i=1·TO·7:LOCATE·4+i*4,1:PAPE
       R·1:a$=RIGHT$(STR$(i),1):PRINT·a$:NEXT:P
       APER·0:PEN·2:LOCATE·1,19:PRINT·x$:PEN·3:
       LOCATE·37,19:PRINT·USING·"&&&";x$
{BiGl} 10·FOR·a=1·TO·9:FOR·b=1·TO·8:s(a,b)=0:NE
       XT·b,a:PEN·0:PRINT·CHR$(22)+CHR$(1):FOR·
       n=1·TO·7:FOR·m=1·TO·6:LOCATE·n*4+3,m*4-
       2:PRINT·USING"&&&";x$:NEXT·m,n:FOR·i=500
       ·TO·1·STEP·-
       10:SOUND·1,i,3,7:SOUND·2,i+45,3,7:NEXT
{IoAt} 11·q=q+1:IF·q=3·THEN·q=1
{GtBm} 12·a$=INKEY$:IF·INKEY(67)=128·THEN·RUN
{GkAs} 13·IF·a$=""·THEN·12
{BlBi} 14·FOR·i=1·TO·7:IF·VAL(a$)=i·THEN·16
{BvAp} 15·NEXT:GOTO·12
{EiEx} 16·SOUND·1,200,15,15,1,1:SOUND·2,400,15,
       15,1,1:a=VAL(a$):FOR·b=7·TO·2·STEP·-
       1:IF·s(a+1,b)=0·THEN·s(a+1,b)=q:LOCATE·a
       *4+3,(b-1)*4-
       2:PEN·q+1:PRINT·USING"&&&";x$:GOTO·18
{DjBl} 17·NEXT:PRINT·CHR$(30)+CHR$(7):GOTO·12
{DqEm} 18·GOSUB·30:IF·q=2·THEN·LOCATE·1,23:PEN·
       2:PRINT"YOUR":PRINT"MOVE"·ELSE·LOCATE·37
       ,23:PEN·3:PRINT"YOUR":LOCATE·37,24:PRINT
       "MOVE"
{DmBj} 19·FOR·b=7·TO·2·STEP·-1:FOR·a=2·TO·8
{KtAu} 20·p=s(a,b):IF·p<>0·THEN·22
{IuAq} 21·NEXT:NEXT:GOTO·11
{NrAx} 22·RESTORE:FOR·i=1·TO·4:READ·x,y
{OoAw} 23·IF·s(a+x,b+y)<>p·THEN·29
{GjBk} 24·IF·s(a+2*x,b+2*y)<>p·THEN·29
{IpAx} 25·IF·s(a+3*x,b+3*y)<>p·THEN·29
{MrDx} 26·GOSUB·30:FOR·n=1·TO·6:FOR·c=1·TO·2:FO
       R·m=0·TO·3:LOCATE·((a-1)+(m*x))*4+3,((b-
       1)+(m*y))*4-2:IF·c=1·THEN·PEN·1·ELSE·PEN
       ·p+1
{BqFu} 27·PRINT·USING·"&&&";x$:SOUND·1,99-
       m*20,4,15,1,1,1:NEXT·m,c,n:IF·p=1·THEN·P
       EN·2:LOCATE·1,23:PRINT"BLUE":PRINT·"WINS
       "·ELSE·PEN·3:LOCATE·37,23:PRINT"RED":LOC
       ATE·37,24:PRINT"WINS"
{IiBn} 28·WHILE·INKEY$<>"":WEND:WHILE·INKEY$=""
       :WEND:RUN
{PxBk} 29·NEXT:GOTO·21:DATA·1,0,0,-1,1,-1,-1,-1
{HuEs} 30·PRINT·CHR$(30)+CHR$(22)+CHR$(0):LOCAT
       E·1,23:PRINT"····":PRINT"····":LOCATE·37
       ,23:PRINT"····":LOCATE·37,24:PRINT"····"
       ;CHR$(30)+CHR$(22)+CHR$(1):RETURN
```

AA

WHAT A RIP-OFF!

We're referring to the two programs sent to us as type-ins that were, in fact, lifted straight out of Amstrad manuals – BOMBER and THRO' THE WALL and last month's PICSTORE program, which was lifted from an old Amstrad mag. THIS IS VERY ANNOYING.

In case anyone else is thinking of they can earn themselves an easy £20 by doing this, think again. Even if we don't have the time to check all the type-ins we receive against every possible source, we've got 35,000 readers out there who *will* spot dodgy listings.

Needless to say, the perpetrators of the above examples won't be getting a penny for their trouble. What they *will* be getting very shortly now is a brown envelope through their letter boxes...

In the meantime, folks, sorry about this. And thanks to everyone who rang in to let us know what was going on.


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HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'loadsagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

● Due to the huge response for the Helpline page, we're having to cut down on the size of individual entries. So from now on, please quote only your first name and a phone no. That way, you'll be more likely to get in...

Anyone interested in swapping the following games fora decent flight sim/combat game; *Total Eclipse* (with *Sphinx Jinx*), *Heroes of the Lance* (incl book), *F.M. World Cup*, original *Platoon*, and *Manchester United* football game?
Mike, 051-678 5581 after 3.30pm

Wanted: *Untouchables, Klax, Rick Dangerous 1/2, Puzznic, Dynamite Dux, Altered Beast* (all disk). Will swap: *Heroes of the Lance* (tape), *Strider 2, Best of Elite 1/2, Impossaball, Firelord, Fun School 8-12, Barbarian 2* (all disk).
Chris, 0865 820794

I am looking for Amstrad Action issues 1-30 (swap).
Russell, 0886 32710 Mon-Fri 6pm-7pm

I will swap the tape versions of *Rainbow Islands, Rick Dangerous 2, Batman the Movie* and *Indiana Jones & the Last Crusade* for the disk version of *Rick Dangerous 2*. Must be original in reasonable condition.
Tom, 091-285 4366

Wanted: (on disk) *New Zealand Story, Chase HQ, Ghouls 'n' Ghosts, Footballer of the Year 2* and *Kick Off 2*. I will pay a reasonable price or swap for games.
Paul, 0252 877734 after 3.30pm

Anyone got a copy of *Sorcery+* (for 464 & disk drive)?
Mike, 091-549 2303

Wanted! A copy of *Leather Goddesses of Phobos*.
Amir, 081-203 3843

Anybody want to swap a decent game (or games) for *Heroes of the Lance* (tape) and first Drangolance book?
Dom, 081-776 0538

Wanted: *Shadow Warriors, Super Monaco GP, Lotus Esprit Turbo Challenge*. Will swap *Forgotten Worlds, Six Pack vol 2, Cabal*.
Philip, 0903 42416

Wanted: Games to swap. I have got loads of games including *Fun School 2, Myth, Lotus Esprit, Battle Stations, Batman, Untouchables, Star Wars* trilogy etc, all on tape. (Would love *Prince of Persia* and *North and South*.)
Stuart, 0602 460455 outside school hours

Robocop 2 cartridge to trade for either *Prince of Persia, Turrican 2, North and South* or the *3D Construction Kit*, all boxed originals with instructions.
Khalid, 0582 23050 5pm-9pm

I have many games including *Golden Axe, Hero Quest, Fists of Fury, Hard Drivin', Crackdown* etc (phone for list) all on tape. Wanting to swap for other games (would love *Lords of Chaos* and *Turrican*).
Neal, 0602 734438

Wanted: Multiface 2. Will swap for 20 games on tape.
Richard, 0533 671446

Wanted: MP1 or MP2 modulator for CPC 464. Will swap *Pandora* compiler (disk).
Neil, 0592 774148

Will swap Multiface 2+ with *Insider* disk for Firmware Guide Soft 198.
Dick, 0602 272029

Is anyone willing to swap *Iron Man* for *Turrican* (tape)? Also, has anyone got a Multiface 2+ for a Plus machine that they are willing to sell for £25 and the *100% Dynamite* compilation (tape)?
Karl, 0504 265897

Wanted: *Golden Axe, Shadow of the Beast, Sim City* and many other games on disk or cassette. Will swap for games such as Italy 1990, Hostages, Bard's Tale, Road Blasters etc or buy at reasonable prices.
Joe, 0761 463109

Will swap one of these; *Night Raider, Total Eclipse, Football Manager 2* expansion kit, *GI Hero, Dark Sceptre*; for two of these; *Roland in Space & Goes Digging, Dizzy* demo (old AA), *Spellbound, Knight Time*, and other budgets. Or two of my games for a Multiface 2. All original tapes please.
Simon, 05242 71938

Will swap *Airborne Ranger* for *Pirates*.
Mark, 0232 774498

Help wanted! Has anyone got a copy of AA54 to sell, or would be willing to photocopy the *Fantasy World Dizzy* solution that appeared in that issue. I will pay any expenses incurred.
Peter, 0493 720378 after 6pm

Wanted!! *Laser Squad, Welltris* or *AMC*. Will swap for: *X-Out, Rainbow Islands, Powerdrift, Skweek, Indiana JOnes & the Last Crusade, E-Motion, Rick Dangerous 2, Ghostbusters 2* or *Hard Drivin'*.
David, 0843 63140

Wanted: Rainbird's *Advanced Art Studio* on disk. Will swap for two of the following; *Barbarian 2, Run the Gauntlet, Castle Master, Batman The Caped Crusader, The Lords of Chaos* (tape, others all disk)
Michael, 081-551 0748

Has anyone got *Rick Dangerous 1* or *2, Sim City, Stop Press* (without mouse) or *Mini Office 2* to swap. Choose from *Renegade 3, Dizzy, Bloodwych, Dr Doom's Revenge, Footie Manager, Soccer Star, Hacker 2* or *Jaws*. I've also got twelve copies of *Games-X*. Plus if anyone's got a Multiface 2, I'll do a deal for it.
Chris, 0270 627901 5.30pm-6.30pm

Wanted: AA issues 1-46, 49 & 54 (must be complete and fully intact). Will pay or swap games.
Paul, 0238 565378

Wanted: *European Superleague, Manchester Utd, Man Utd Europe, Mercs, Prince of Persia, Rainbow Islands, Turrican, Puzznic* (all tape). Will swop for: *Robocop, Batman The Movie, Italy 1990, Kick Off 2, Pipemania, Line of Fire, Gazza's Super Soccer, The In Crowd* and many others!
Simon, 0782 517597

Does anyone have *F-16 Combat Pilot* or any other good flight sims? Will swap for *Altered Beast, Ninja Spirit, Licence to Kill, Powerdrift, Crackdown* or many other good games. Must be 464 tape originals.
Graham, 041-762 4392 after school

Wanted: *Back to the Future 2* (cass). Will swap for loadsagames, all cass.
David, 0204 709484

PEN-PALS

Pen-pal wanted to swap games and tips, aged 16 and above (male or female).
Harpreet Nagra, 89 Denton Ave, St Albans 3021, Melbourne vic, Australia

I would like a pen-pal about 14 years old, to exchange hints, tips and tapes with. I have got a CPC 464 and a printer.
Justin Stewart, 41c Lake Terrace Road, Christchurch 6, New Zealand

I'm a 6128 owner looking for pen-pals around the world to swap demos, pokes, tips, maps...
Manuel Laorden Mas, Valldemosa 15 Entlo.2, 08016 Barcelona, Spain

Wanted: 13 year old male pen-pal with a CPC 464 (not to swap games).
Steven, 0935 812854

Pen-pal wanted aged 11-13 (male). I like a range of games (all *Dizzy* games, *RD2, Puzznic* etc). Don't want to swap games. All letters answered.
Michael, 0532 742543

Pen-pal wanted, around 15 years, male or female.
Amanda, 0268 764135

Hi! Pen-pals wanted 13+ M/F to lend and borrow games. I own a CPC 464 (tape), all letters answered.
Jimmy, 0344 421187 4pm-6pm (except Fridays)

(Good looking!!) Female pen-pal wanted, aged between 13 and 16. She must own a CPC 6128 or 464.
Neil, 02657 63068 5pm-6pm

Pen-pal wanted age 10-12.
Ty, 0624 814332

Pen-pal wanted to swap games and pokes, age 13-16.
Joe, 0761 463109

Pen-pal wanted to swap games and cheats, aged 14-16 (male or female).
Thomas, 0661 36233

Female pen-friends wanted, aged 17-30.
Dave, 0827 54964

Pen-pals wanted aged 13-14 (464 owners).
Peter, 0387 61595 5pm-7pm

OI!

***Helpline* is for readers wanting help, tips or penpals, or offering any of the above. No money is to change hands, OK? This page is for *free* help only. If you send in an entry asking for money for your services you're wasting your time and a stamp – it'll be straight in the bin. On the other hand, send in a cheque for £5 and you could go in *Small Ads*...**

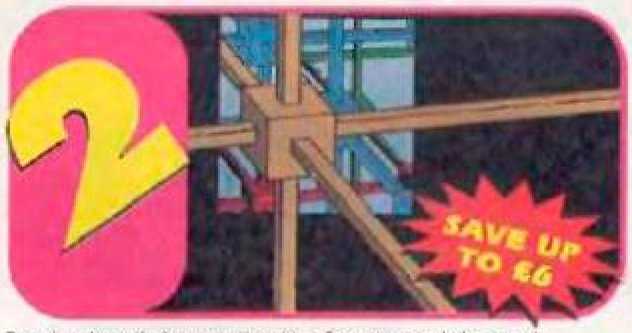
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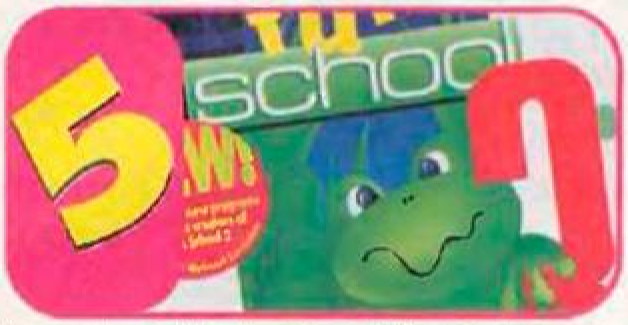
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AAfterthought

New kid on the block

It's been a funny old month. What with Frank going, and Adam starting. Anyway, hopefully things will start to settle down a bit now. Adam certainly seems to be settling in. In fact, we're wondering if he's settling in a bit too well. He even wrote his own biography for *AAfterthought*...

Yo dudes, what's happening. Far out. Fab. Check it out. Blimey, this writing lark's easy isn't it?

Oh yeah, sorry, my name's Adam Peters, and I've been brought in to fill Frank's shoes (with industrial strength air freshener, if I had my way). Having two Adams writing for the mag might seem confusing at first, but it's easy to remember who's who. I'm the good looking one with the spiky haircut.

Anyway, readers with long memories and a big stock of back issues might remember me as the bloke who wrote a lot of tosh (including the DTP series *First Edition*) for the mag a few years ago. In fact, any 'newie' remarks hurled in this direction will be given short, sharp shrift. I actually started writing for the magazine way before even Rod and Adam. (The other Adam that is. I couldn't have started writing before I started writing myself. Or maybe I did? Hang on, which haircut is the one I've got. Oh no, I'm all confused now.)

Anyhow, I've owned a CPC for simply ages, and my knowledge of games is of course second to none. Well, second to nuns at any rate, 'cos nuns don't get to play any games at all do they, what with hanging around convents and singing songs from *The Sound of Music* all the time.

Still, if you've got any comments, criticisms or suggestions (as long as they're not biologically unfeasible), drop me a line. My door is always open. Not that I've actually got a door of course.

And remember, laugh and the world laughs with you. But don't laugh too loud over a prolonged period of time, though, or some men in white coats will come along and take you away in a big, shiny van...

Adam



● Adam Peters, earlier today

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